

PRIMA'S OFFICIAL



STRATEGY GUIDE

AZURIK

TM

RISE of PERATHIA

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Microsoft



This game has received the following rating from the ESRB





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Introduction

The Land of Perathia

Perathia is a place of magic and beauty, where the elements of Earth, Air, Fire, Water, Life, and Death are harnessed for the benefit of all. A powerful guardian rules each element and oversees its respective realm. Six powerful Disks, one for each realm, hold the forces of the Elemental Realms. Hundreds of years ago, the Death Disk was lost, dooming Perathia to eventual decay and chaos. The Lore Guardians, who oversee Perathia and battle the forces of darkness, help to stem that chaos.



The Elemental Disks keep the realms in check and in order.

Enraged at being scolded by his superior, Balthazar hurls his Axion staff at a wall in the training room. The wall shatters, and when the dust clears, Balthazar finds the missing Death Disk. Unable to control his desire for power, Balthazar takes the Disk home.

One such guardian is Azurik, the newest addition to the Lore Guardians. While Azurik trains in the ways of the Elemental Powers, he meets Balthazar, an older, more experienced guardian. Balthazar challenges him to a battle in which Azurik holds his own. Enraged, Balthazar calls on elemental forces, but the leader of the Lore Guardians, Eldwyn, stops him.



Azurik is the newest Lore Guardian. Although he is young, he learns quickly and shows much promise.



Azurik and Balthazar practice, but Balthazar takes the combat a little too seriously.



Balthazar's staff shatters a wall in the training room.



Behind the shattered wall sits the Death Disk, missing for hundreds of years.

That evening while meditating, a terrifying guest, the Death Guardian, visits Balthazar. The Death Guardian searches Balthazar's mind to discover what he truly desires. Although Balthazar tries to fight, he is powerless against so great a creature. Balthazar's greatest desire is power, which the Death Guardian promises him. He tells Balthazar he must bring the other five Elemental Disks to the Death Guardian to earn greater power.

INTRODUCTION

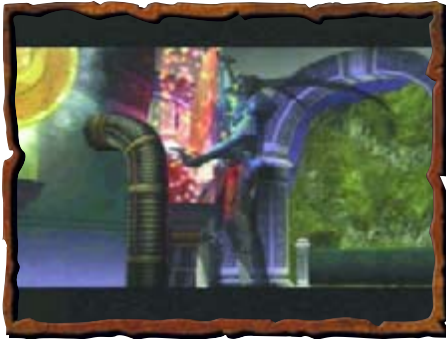


The Death Guardian searches Balthazar's mind.



The Death Guardian gives Balthazar power. Now Balthazar must retrieve the five Elemental Disks.

Later, while Azurik and Eldwyn talk in the Temple of Elements, Balthazar arrives. Eldwyn sees that Balthazar is possessed and acts to stop him. Without experience to know what to do, Azurik reaches for his Axion and moves to attack. But Balthazar is too fast and attacks first, sending a huge bolt of power at the young Lore Guardian. Eldwyn jumps into its path, saving Azurik at the cost of his own life.



Possessed by the Death Guardian, Balthazar prepares to steal the Elemental Disks.



Balthazar attacks Eldwyn and Azurik.

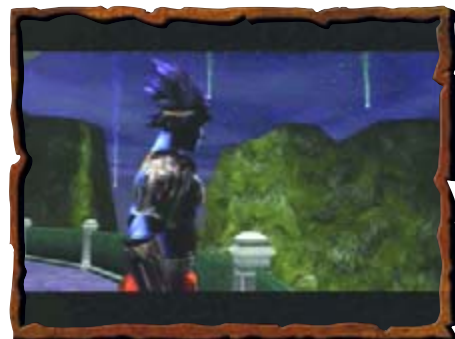


Eldwyn's quick action protects Azurik, but costs him his own life.

The attack in the temple causes additional problems. The energy disrupts the five Elemental Disks, and they each shatter into four pieces. The Fragments are hurled to the edges of the Elemental Realms. Perathia is doomed to chaos unless Azurik can locate, reassemble, and restore the Disks to their proper positions in the temple. With Eldwyn dead and Balthazar under the Death Guardian's control, only Azurik remains. But the massive cataclysm in the temple stripped him of his Elemental Powers. Virtually unarmed and facing a huge task, Azurik must set about saving his world from its greatest threat.



The Elemental Disks shatter from the release of great energies.



The Disk Fragments fly to the four corners of Perathia. Only Azurik has the skill, knowledge, and will to retrieve them.

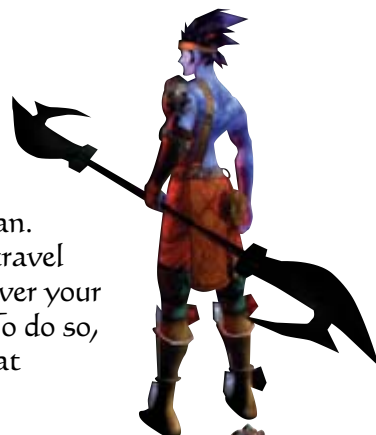
Cast of Characters

Azurik



As the last Lore Guardian, the protection of Perathia falls solely on Azurik's shoulders.

This is you, the only remaining Lore Guardian. Armed initially only with your Axion staff, travel through the six Elemental Realms to rediscover your powers and find the 20 pieces of the Disks. To do so, face and defeat each Elemental Guardian that watches over the realms.

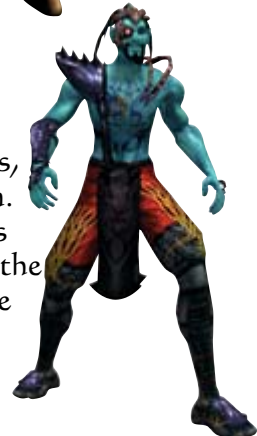


Balthazar



Even before he met the Death Guardian, Balthazar was prone to rages and rash actions.

A former Lore Guardian specializing in martial skills, Balthazar was always a worry to his master, Eldwyn. With the power of the Death Guardian, Balthazar is even more powerful and capable in battle. Although the Death Guardian drove Balthazar insane, it also gave him tremendous strength and Elemental Powers beyond that of mortal men.



Eldwyn



No longer as capable in battle as he once was, Eldwyn's great wisdom and knowledge makes him powerful.

The leader of the Lore Guardians, Eldwyn has protected Perathia for over a century. While his combat skills have declined, he has an unparalleled knowledge of the land and the Elemental Realms. Eldwyn dies in Balthazar's attack in the Temple of Elements, but you hear this ancient Lore Guardian's voice when you access the

many Deluvian Oracles in the Elemental Realms.



How to Use This Book

This is a complete guide to the Elemental Realms of Perathia. You find exactly what you need to recover each power and locate every piece of the shattered Elemental Disks.

In Perathia, there are many places to explore and investigate. This book contains everything necessary to complete the quest. It contains guidelines for fighting the various creatures, information on each one's vulnerabilities and what they tend to drop when killed, the locations of the many Obsidians, and specific hints for traversing each Elemental Realm. Everything you need to know, from your first steps in the Water Realm to the final confrontation in the Death Realm, is included.

Items and Powers

Items

Health Packs



Health Packs restore lost hit points, which you often need after combat.

One of the most important things you find after defeating an enemy is one of these small circles with a red cross. Grabbing one restores a portion of your health, allowing you to continue fighting. Health Packs come in two varieties: small, which restore a small amount of health; and large, which restore a more significant amount. You need them often, so make grabbing them a priority.

Fuel Cells



Fuel Cells come in five varieties: red, blue, green, yellow, and multicolored.

Each time you use an Elemental Power in combat, you drain some of your stored fuel. By grabbing a Fuel Cell, you restore some lost energy. Fuel Cells look like glowing spheres, and each one renews a specific type of power. Red cells are Fire, blue cells are Water, yellow cells are Air, and green cells are Earth. Most prized are multicolored Fuel Cells, which fill all elements at once. Like Health Packs, single-colored Fuel Cells come in

large and small sizes, with large cells adding significantly more fuel.

Elemental Realm Gems



You see a lot of gems in your travels. Each one helps you carry more of each element.

By collecting Elemental Realm gems, you vastly increase the amount of Elemental Power you can store. Collecting 100 of any one type adds to your storage capacity for one of the four elements. Sapphires increase Water capacity, diamonds increase Air, emeralds increase Earth, and rubies increase Fire.

Gem Rocks



When you hit rocks like this with the right weapon, they release three gems.

Gem rocks are large rocks with horizontal stripes. These stripes change color over time. By striking a rock with the combination of elements that corresponds to the colors of the stripes, you get three gems. Consult the following table:

Rock Colors

Red and Green
Blue, Yellow, and Red
Yellow, Green, and Blue
Green and Yellow

Weapon to Use

Lava
Lightning
Ice
Whirlwind

Gems Received

Rubies
Diamonds
Sapphires
Emeralds

Obsidians



Obsidians are similar to gems, but you only need 10 for a reward.

Collect the large, black Obsidians that dot the landscape. They are similar to gems in that you need a group for any benefit. For every 10 you collect, gain an additional Power by visiting the Temple of Elements. One hundred Obsidians are available. Consult the following table for the benefits:

Number of Obsidians

10
20
30
40
50
60
70
80
90
100

Reward

Larger life bar
Key to Health room
Larger life bar
Axion does more damage
Larger life bar
Key to Fuel room
Larger life bar
Axion does more damage
Larger life bar
Elemental Power uses half the fuel

Keys



You frequently need keys to progress. Machines often need multiple keys to function.



Once you have a key, you must find the correct lock.

The many devices and machines around Perathia have broken down. One way to get them working is to find the proper keys. Hang on to keys as long as you wish; keep as many keys in inventory as you want. When you attempt to use a key in a lock, you automatically use the correct key if you have it in inventory.

Oracles



If you don't know what to do, consult an Oracle.

Deluvian Oracles are extremely useful. When you approach one, the voice of your former master Eldwyn tells you what to do in each area. Visit the Oracle in the Temple of Elements to get an idea of the general direction you should head, what you should look for, and even which realm to visit next.

Save Platforms



Save Platforms allow you to save the game.

During the game, you sometimes don't have enough health or elemental fuel to survive combat. You might slip into lava or fall too far. At times like these, you'll be grateful for the Save Platforms located throughout the realms. Using a Save Platform saves your position, allowing you to restart or resume the game from that point.

Teleporters



Gold Teleporters always work. Step on one to travel to its mate in just a few seconds.



To use Silver Teleporters, find both of a given pair.

Many times, the only way to get from one place to another is to teleport. Sometimes, using a Teleporter is simply the fastest way. Two types of Teleporters exist. Gold Teleporters are always active, and stepping on one immediately sends you to its mate. To use Silver Teleporters, you must activate both ends of the Teleporters by finding them. Then you can use them any time.



Powers

You immediately start collecting powers, and keep collecting them throughout the game.



You start the quest with nothing, save the Axion staff. Along the way, you find Elemental Powers that increase the damage you cause in combat or decrease the damage you take. There are 12 powers, three for each of the four basic elements. Many powers are combinations of elements. To create a more powerful combination than the original, combine one of each of the higher level elements. For instance, for Steam Power 2, you must have Fire Power 2 and Water Power 2.

Disk Fragments

To complete a realm, find three Disk Fragments, then fight the Guardian for the fourth.



The only way to restore order and balance to Perathia is to rebuild the Elemental Disks. To do so, locate the Fragments in the realms. For each of the five shattered Disks, you must find three Fragments, then battle a Guardian for the fourth. Once you possess all four pieces of a Disk, that realm is safe.

Barriers

Barriers hinder your progress until you have the right power at the right level.



Barriers sometimes halt your progress. To cross a barrier, you must possess the correct power, and it must be the proper strength. The necessary strength is indicated by one or more dots on the barrier. A barrier with one dot requires the appropriate power at the first level. In the picture, you need Acid Power 3 to destroy the rock. The only exceptions are Lightning doorways, which have a number of electrical bolts equal to the level of Electro Shield required to cross.

Elemental Powers

Water Power

You use the first power frequently. Water Power is good for breaking down fire barriers and fighting many different creatures.



Activate the Water Power by selecting the Water Element on the Axion. This infuses the Axion with a burst of Water that you use to cause more damage in combat. Many creatures, particularly Bots and Blaze Sentinels, are vulnerable to Water and quickly die from it. Others, such as Water Elementals, are virtually immune to its effects.

Fire Shield



When your locale is dark, use the Fire Shield to light the area.

The Fire Shield, which you activate by selecting the Fire Element, has no value as a weapon and little value as a shield. Its real benefit is that it gives off a tremendous amount of light. This is very useful in dark places. Unlike other shields, which degenerate as you take damage, the Fire Shield immediately starts to decay and continues to decay until it wears out.

Jump Shield



Give yourself a boost in the air with the Jump Shield.

You must often jump from one place to another. Make these jumps easier with the Jump Shield, which you activate by selecting the Air Element. Sometimes you *must* use the Jump Shield to get where you want to go. When active, it gives you a powerful flap of wings during your jump, helping you stay aloft, go higher, and jump farther. The more powerful your Air Power, the more flaps you get. This shield does not add any protection in combat.

Earth Shield



The Earth Shield offers solid protection from most attacks.

For basic protection against enemy attacks, choose the Earth Shield, which you activate by selecting the Earth Element. This forms a magical suit of armor that covers you, absorbing some damage caused by enemies. While it is not always the best form of protection, it is better than no armor.

Steam Power



Your first combination of elements, Steam is useful in combat and for destroying barriers.

Activate the Steam Power by selecting both the Water and Fire Elements. This infuses the Axion with blisteringly hot water and vapor that causes tremendous damage, especially to less powerful foes such as Sleeth and Blue Overlords. This is the first elemental combination you can make, and it's most useful for destroying ice barriers, which often conceal paths, Obsidians, and even Disk Fragments.

Acid Power

By selecting both Water and Earth, you create a corrosive, green acid that drips from the end of the Axion. It causes tremendous damage to many difficult foes, including the Taculas that plague the Air Realm and the Harvesters that appear everywhere. Acid is also useful for destroying rock barriers, which block your progress and hide Obsidians.

Form Acid by combining Water and Earth.



Ice Shield



The Ice Shield offers excellent protection against fire creatures.

While it doesn't help you survive a fall into lava, the Ice Shield is valuable when fighting creatures from the Fire Realm. Fire Elementals and Blaze Sentinels do much less damage when the Ice Shield is active. The Ice Shield is the best possible protection against fire. It absorbs some damage from nonfire attacks, but not as much as the Earth Shield. Activate this suit of frozen armor by selecting the Water and Air Elements.



Lava Power

Earth and Fire combine to make a deadly combination.

Tap into lethal lava by selecting the Earth and Fire Elements. This infuses the Axion with Lava Power, which burns your enemies to cinders. While ineffective against creatures that use fire, it is excellent against virtually anything else, especially enemies that use or rely on water or ice.



Electro Shield



For defense against Lightning attacks, use the Electro Shield.

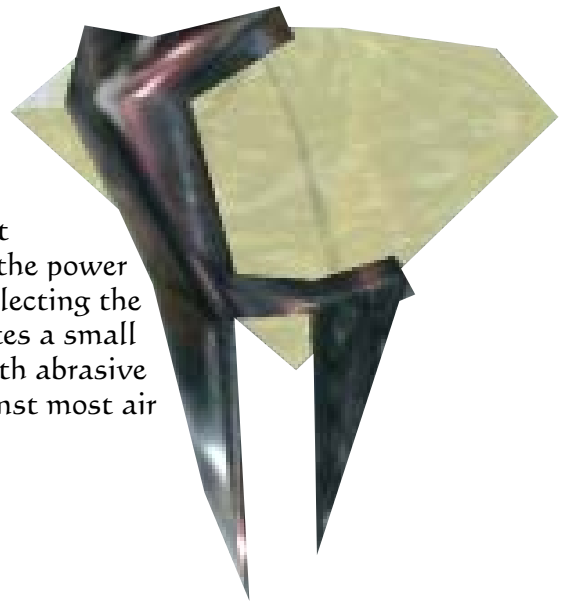
The Electro Shield, a combination of the Air and Fire Elements, is specifically designed to protect you from electrical attacks. While most adversaries don't attack with Lightning, you encounter electrical barriers and, in the Fire Realm, Tesla trees, which send out powerful electrical bolts. It isn't as useful against physical attacks, but you are immune to Lightning when the Electro Shield is active.

Whirlwind Power



Harnessing the power of Air and Earth, the Whirlwind is a potent offensive weapon.

If you ever experienced sand or dirt blowing into your eyes, you know the power of the Whirlwind. Activated by selecting the Air and Earth Elements, this creates a small tornado on either end of the Axion. This rush of air mixed with abrasive grit quickly slices through foes. Whirlwind is ineffective against most air creatures, but does well against most others.



Lightning Power



With Lightning Power, harness one of the greatest, most fearsome weapons in nature.

By selecting Water, Air, and Fire Elements, charge the Axion with Lightning. This natural force shocks enemies, and at more powerful levels, it creates massive lightning bolts that streak from the sky, striking the target. Many of your most frequent enemies, such as Bots, Rock Shard Monsters, and Overlords, are immune to Lightning. On the other hand, another frequent enemy, Catalisks, are extremely vulnerable to it, making it a weapon you call on time and time again.

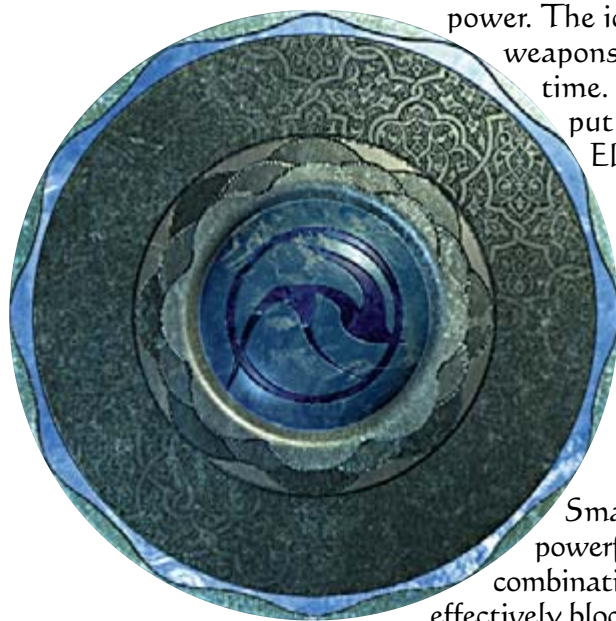
Ice Power

Freeze opponents solid with Ice Power to deal with them later or run past them.



The Ice Power, a combination of Air, Water, and Earth, is unique. In general, it does no more damage than the unpowered Axion. If 10 hits with the Axion kills a typical creature, it also takes 10 hits when the Axion is charged with Ice. On the other hand, almost any creature, except a Guardian, instantly freezes into a block of ice and snow when hit with this

power. The ice melts after a few seconds, but you can switch weapons, deal with a different enemy, or simply run away in that time. Even enemies who aren't damaged by Ice are temporarily put out of action. Ice not only freezes creatures such as Fire Elementals, but it also defeats them.



Smash Shield

Prevent a great deal of damage from some common enemies with the Smash Shield.



Smash Shield is perhaps the most powerful. Smash Shield, a combination of Water, Earth, and Fire, effectively blocks the more damaging effects of enemy Smash attacks, such as those from Rock Shard Monsters and Golems. While these attacks normally deal a good amount of damage and knock you backward, the Smash Shield absorbs most of the impact, allowing you to stand your ground. Like other shields, the Smash Shield offers some protection against attacks for which it wasn't specifically designed.

Smash Power

Rock Shard Monsters fall quickly to their own style of Smash attack.



Smash Power, which you activate by combining Air, Fire, and Earth, replicates the powerful attack of Rock Shard Monsters and Golems. It sets up a powerful energy field that damages foes and sends them flying. Aside from being effective against Rock Shard Monsters, Smash has another benefit; no creatures, except Golems, are completely immune to it. It's not always the best choice, but it's rarely the worst. Use it if you aren't sure which weapon to call up.

Elemental Power



The most powerful combination of elements uses the majority of your stored fuel in one quick, blinding burst.

When you exhaust every possibility, you always have a secret weapon. Select all four elements to call on the primal elemental forces of nature. This Elemental Power is costly, draining almost all the fuel from every element. The initial burst of power and the few seconds of damaging melee attacks make using it worthwhile. This is an emergency weapon, to use only when you have no other recourse.

Elemental Combinations

Elements	Power or Shield	Effect
Water	Water Power	Powerful attack, useful against fire creatures
Fire	Fire Shield	Lights up darkened areas
Earth	Earth Shield	Good basic defense
Air	Jump Shield	Provides higher, longer jumps
Water and Fire	Steam Power	More powerful attack
Water and Earth	Acid Power	More powerful attack
Water and Air	Ice Shield	Good defense against fire creatures
Fire and Earth	Lava Power	More powerful attack, useful against water and ice creatures
Fire and Air	Electro Shield	Defense against Lightning
Earth and Air	Whirlwind Power	More powerful attack
Water, Fire, and Earth	Smash Shield	Defense against Smash attacks
Water, Fire, and Air	Lightning Power	More powerful attack
Water, Earth, and Air	Ice Power	More powerful attack, useful against fire creatures
Fire, Earth, and Air	Smash Power	More powerful attack
Water, Fire, Earth, and Air	Elemental Power	Most powerful attack; costly

Creatures of the Realms

You face many monsters and creatures in your quest to find the Elemental Disks and restore balance to Perathia. Many creatures exist in only one realm, while you find others almost anywhere. Most creatures have a weakness against certain attacks and are almost or completely immune to another weapon. Knowing what works against which creature is key.

Universal Creatures

Bots



Flying Bots are more a nuisance than an enemy, but they can be a problem when they're in groups.

Bots are small, mechanical devices created by ancient Deluvians to maintain various great works. Bots tend to float calmly around a given area, making small repairs.

However, because they are so dedicated to keeping their

machinery working, they attack anything they view as a threat, which definitely includes you. If you come into a Bot's sight, it tracks you down and attacks, forgetting its main task of repairing machines and using its low-powered electrical weapon. Bots are best combated with Water, and they are immune to Lightning.



NOTE

There are no Earth Elementals.

Elementals

You encounter three types of Elementals, which are almost entirely made of the element they represent. They are dedicated foes and do anything to block your entrance into the areas in which they live.

Water Elementals



Quick and agile, Water Elementals can be a problem in groups or with others.

The weakest Elemental, the Water Elemental consists of shimmering water and ice and attacks with a powerful water blast. Water Elementals are fast, and they prefer to sneak behind you before striking. They are virtually defenseless against Lava Power but are almost completely immune to Water Power.

Fire Elementals



Fire Elementals are faster, harder to hit, and about twice as powerful as Water Elementals.

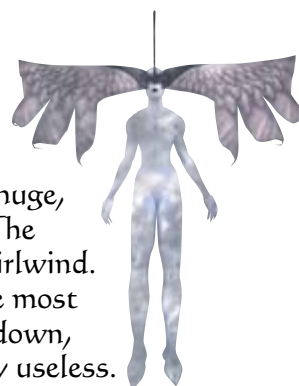
Fire Elementals often circle before attacking, making it difficult to track them down and hit them in combat. When they decide to attack, they rush in directly, striking with flame. When badly wounded, they break off combat and return to their circling tactics, hoping to catch you off guard. They rarely break off from combat completely. Fight them with Ice Power, but never use Lava Power.

Air Elementals



Air Elementals are the most powerful of their type. They are deadly and difficult to kill, even with the right weapon.

By far the strongest, deadliest Elemental, an Air Elemental looks like a shimmering female form with huge, black wings. To attack, they rush forward and kick. The surprisingly powerful kick is similar to your own Whirlwind. Because of their power, Air Elementals tend to be the most aggressive Elemental. Ice Power quickly shuts them down, preventing counterattacks, but Whirlwind is virtually useless.



Splinters



Possibly an immature form of Shards, Splinters are an annoyance and can cause serious setbacks.

Find Splinters everywhere, but they often appear in the Air Realm. They roam in packs of four to six, swooping about, looking for targets. Because they are small and fast, Splinters are difficult to hit with the Axion. Once struck, almost anything kills them with a hit or two. The problem is hitting them, so avoid them at all costs. Because they attack from the air, the direction of their next strike is hard to determine.

Skrits



Skrits are handy when you run low on fuel.

These strange birds collect the four different elements, carrying them on their backs. When killed, a Skrit drops a Fuel Cell that matches their own color; for example, blue Skrits drop Water fuel. Kill them with just a strike or two, and they can't attack.

Water Creatures

Barnacles

Because they are underwater, you can't fight Barnacles.

Large blue Barnacles lurk underwater, striking at anyone who swims too close. While their attacks don't do tremendous damage, they are fast and hard to avoid. Because the Axion doesn't function underwater, you can't strike a Barnacle, so simply avoid them.



Sleeth

A typical Sleeth is a small, orange, lizard-like creature with corrosive acidic breath.

Sleeth come in small and large varieties. The smaller orange Sleeth are easy to get rid of. Defeat them with a couple solid hits with the Axion. Larger green Sleeth take about twice as much damage.



Both types attack with acidic breath; but smaller ones jump and bite, while larger Sleeth attack with whip-like tails. Both are immune to Acid Power, but fall quickly to Steam Power.

Larger Sleeth are a vivid green and can strike with their acid breath and their tails.



Ice Shard Monsters

Ice Shard Monsters are rarer than their Rock Shard cousins. You only see them in the frozen areas of the Water Realm.

Ice Shard Monsters are closely related to Rock Shard Monsters. They are rarer, appearing only in frozen areas such as the Ice Islands. They charge with a powerful Smash attack, stomping across the battlefield. Ice Shard Monsters don't have any immunities, but unlike Rock Shard Monsters, their weakness is Lava Power. They aren't much trouble one-on-one, but they are deadly in groups.



Earth Creatures

Golems



A Golem is a tough foe, capable of striking with high damage and taking a lot of punishment.

Golems are huge mechanical constructs that look something like gigantic, headless gorillas. Swings of their massive arms cause incredible damage to anything in the way. In their normal form, they are vulnerable to

Lightning attacks. Blue Overlords can ride inside Golems, though, making them harder to kill. When an Overlord does so, Golems gain better defense against Lightning, but become vulnerable to Whirlwind Power. Golems are immune to Smash Power.



When manned by a Blue Overlord, a Golem becomes harder to kill.

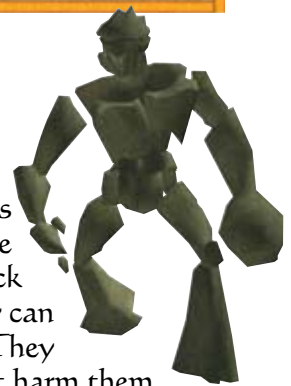
TIP Golems attack with Smash, so use your Smash Shield.

Rock Shard Monsters



These creatures are made entirely of ill-fitting stone blocks.

Rock Shard Monsters appear as piles of small boulders until you approach. They form into massive human-like rock shapes that stalk the area looking for victims. Rock Shard Monsters attack with Smash, and because they can stretch their arms, they can hit from a good distance. They are vulnerable to their own Smash Power, but you can't harm them with Lightning. You'll have little trouble facing one, but Rock Shard Monsters often appear in groups, which can be difficult.



Norehts



If you can kill a calm Noreht, they are a great source of Health Packs.

Norehts are strange creatures that change form depending on the time of day. During the day, Norehts are calm, timid, and look like hornless deer. At night, or when attacked, Norehts change into large, powerful ram-like creatures capable of terribly buffeting an enemy. When calm, Norehts

have no particular immunity, and you can kill them with anything. If killed when calm, a Noreht always releases three small Health Packs. If killed when enraged, Norehts offer a Health Pack and/or green and/or yellow fuel. When enraged, they are also immune to Ice Power, but fall quickly to Whirlwind.

Enraged or at night, Norehts are tougher because of their powerful ramming attacks.

CAUTION: Because their attacks knock you back, be careful when fighting Norehts on high cliffs and narrow ledges.



Flickens

Tiny Flickens always release Health Packs, if you can catch them.

Flickens are small, chicken-like birds that peacefully hop around. When struck by a weapon (even an unpowered Axion), a Flicken is instantly defeated and releases two Health Packs. While timid, Flickens are not dumb and run if anything approaches. To hit one, you must do it on the run.



Fire Creatures Lavalars

Avoid Lavalars; it's impossible to fight one.



Lavalars are huge, two-headed creatures made of lava. They live in lava rivers and lakes, surfacing when anything comes close. If the intruder doesn't leave quickly, the Lavalar moves toward the shore, breathing fire and lava. Because they live inside lava, they're impossible to fight. It's a good idea to get out of a Lavalar's way immediately.



Blaze Sentinels

Made almost entirely of fire, Blaze Sentinels are vulnerable to Water Power.

Blaze Sentinels look like huge armored bodies of metal and fire. They float above the ground, attacking everything. While they look ferocious, Blaze Sentinels quickly fall to Water Power, putting up only a small struggle. They are completely immune to Lava Power.



Fire Drakes

Fire Drakes soar high, swooping in for deadly strikes.

Fire Drakes can be a problem because they aren't easy to hit. They fly above the ground, swooping in to breathe fire, then flying high out of attack range. To strike one, you must be fast, hitting it just as it reaches the lowest point of its diving attack. Once you strike a Fire Drake, you can quickly follow with enough hits to kill it. Use anything but Steam Power against these creatures.



Air Creatures

Shards

You will despise no creature more than you will despise Shards.

No creature is worse than a Shard. They are incredibly fast, which makes them tough to hit. Their small size and dodging ability makes them tougher to strike with the Axion. Shards fly in packs of five or six, swooping down en masse and hitting you multiple times. They often do this as you climb a ladder or prepare for a long jump. Even though you can destroy them, simply avoid them when possible. Battling Shards is incredibly frustrating.



Taculas

Floating Taculas look more impressive than they are.

Massive Taculas look like mutated octopi that glide above the ground. They strike with their tentacles at anything that walks underneath them. As they move to attack, hit them with the Axion. Acid Power is great against Taculas, while Water Power does little or no damage. The only good thing about Taculas is that they are vulnerable once you strike them, so you can quickly destroy them.



Gargoyles

Normally made of stone and not a threat, Gargoyles can be mounted by Blue Overlords. Then they become a problem.

In their normal form, Gargoyles are large statues that you can't hit and don't move. When a Blue Overlord climbs aboard, though, they become animated and angry. Gargoyles attack like most aerial creatures, flying out of range until they swoop in to strike. Quickly kill Gargoyles with Smash Power. Whirlwind does almost nothing. You don't see Gargoyles often, but when you do, you usually see more than one.



Death Creatures

Overlords

You can find Blue Overlords everywhere, getting in the way and making progress difficult.



Overlords come in two varieties. You see small Blue Overlords everywhere, in every realm. Whether they control Golems, fly on Gargoyles, or simply get underfoot, Blue Overlords appear anyplace and often in large numbers. Fight them with Steam Power, but don't attack with Electricity.





Because they tend to guard keys, Red Overlords are sometimes called Keylords.

Red Overlords are taller, take more damage, and do more damage. They are relatively rare, and usually guard keys. You don't fight them often, but attack them the same way you do Blue Overlords. Steam Power quickly destroys them, while Electricity is ineffective.

Harvesters

A Harvester is an evil cross between a huge insect and a crab. They rush forward and strike with huge jaws. Encountered alone, a single Harvester is more likely to run away than attack. In groups, they are aggressive and deadly, and you usually see groups of as many as 10. Attack Harvesters with Acid Power. They are immune to damage from Ice Power, but you can freeze them to temporarily disable them.

Harvesters are often timid when encountered alone, but they are ravenous and aggressive in groups.



Catalisks

Catalisks come in two varieties: small and large. Both attack with bites and acidic breath. Small Catalisks are gray, while larger adult

Catalisks are brownish orange.

Naturally, larger Catalisks can withstand more punishment, but even smaller Catalisks can take more damage than a large Sleeth. Use Lightning Power to eliminate these beasts quickly.

Even small Catalisks can be problems, especially when they attack in packs.



Large Catalisks can cause considerable damage in a short time.



Deluvian Stalkers

The most significant enemy short of a Realm Guardian is the Deluvian Stalker. They are hard to spot because they spend most of their time in an insubstantial ghostlike state. When they rush to attack, they momentarily solidify and use their massive tongues to cause terrible wounds. Their tongue attack hits from long range, so Deluvian Stalkers never get too close. Even when you have all the powers, you must still strike them multiple times to kill them. Your best defense is Whirlwind, and they have no real immunity.

These terrible creatures are tough to kill, and they can cause massive damage.



Combat Data

The following chart lists the creatures, where they dwell, their weaknesses and immunities, and the fuel they drop once killed. Virtually all creatures can be a source of health, so except for a few exceptional cases, Health Packs are not listed. Creatures can appear in places other than their natural realm, so don't be surprised to see Water Elementals in the Fire Realm.

Creature	Where Found	Effective Weapon	Immune To	Drops
Barnacle	Water Realm, pools in other realms	—	—	You can't fight Barnacles.
Blaze Sentinel	Fire Realm, Life Realm	Water	Lava	Water fuel
Bot	Everywhere	Water	Lightning	Water fuel
Catalisk	Everywhere	Lightning	Acid	Fire, Air, and Water fuel
Deluvian Stalker	Town Sewers, Death Realm	Whirlwind	—	Air and Earth fuel
Elemental, Air	Air Realm, Life Realm	Ice	Whirlwind	Earth, Air, and Water fuel
Elemental, Fire	Fire Realm	Ice	Lava	Earth, Air, and Water fuel
Elemental, Water	Water Realm	Lava	Water	Earth and Fire fuel
Fire Drake	Fire Realm	Any but Steam	Steam	Earth, Water, and Air fuel
Flicker	Earth Realm	Any	—	Two Health Packs
Gargoyle	Air Realm	Smash	Whirlwind	Earth, Air, and Fire fuel
Golem	Earth Realm	Lightning	Smash	Water, Fire, and Air fuel
Golem with Overlord	Earth Realm	Whirlwind	Smash	Earth and Air fuel
Harvester	Everywhere	Acid	Ice	Water and Earth fuel
Ice Shard Monster	Water Realm	Lava	—	Fire and Earth fuel
Lavalar	Fire Realm	—	—	You can't fight Lavalars.
Noreht, Angry	Earth Realm	Whirlwind	Ice	Earth and Air fuel
Noreht, Calm	Earth Realm	Any	—	Three Health Packs only
Overlord, Blue	Everywhere	Steam	Electricity	Fire and Water fuel
Overlord, Red	Earth and Water Realm	Steam	Electricity	Health Packs only
Rock Shard Monster	Earth Realm	Smash	Lightning	Fire, Air, and Earth fuel
Shard	Air Realm	Any	—	Health Packs only
Skrit	Everywhere	Any	Any	Fuel matching color of Skrit
Sleeth	Water Realm	Steam	Acid	Fire and Water fuel
Splinter	Everywhere	Any	—	Health Packs only
Tacula	Air Realm	Acid	Water	Water and Earth fuel

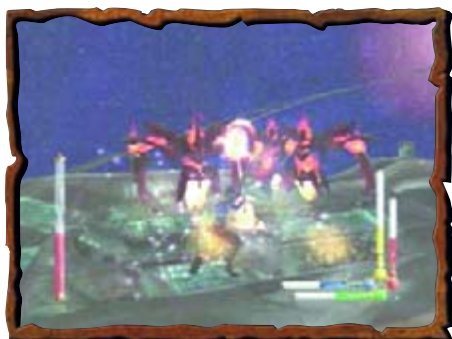
Basic Strategies

Combat Tactics

Like it or not, you spend a lot of time in combat while playing *Azurik*. Even if you avoid most fights with the creatures that populate the Elemental Realms, you must still face Guardians and Balthazar. You fight something almost everywhere you go. Bots even guard some bridges that lead into town. So learn a few things about combat before trying to save Perathia.

Use the Appropriate Weapon

Using the right weapon seems like common sense, but it's easy to forget. Almost every enemy is immune to something, so be aware of not only what the enemy is, but also which weapon is active on the Axion. Every time you swing the Axion and connect with an enemy, you use some fuel, even if that attack doesn't do any damage. Swinging away at Bots with Lightning doesn't kill them, and it also wastes Water, Air, and Fire fuel.



Using the wrong weapon is wasteful. It wastes your time and fuel and leaves you vulnerable to hits from another enemy.

Learn to switch weapons on the fly so you can quickly attack anything with the right weapon. Switching from attacking a Harvester (vulnerable to Acid Power) to a Catalisk (immune to Acid Power) is not just possible, it's likely. Being able to swap weapons at a moment's notice is one of the most important skills to master.



If you can quickly switch weapons, a battle like this isn't that much trouble.

Don't Waste Elements



If you run low on Fire fuel and face small Sleeth, why use Steam Power? There's no guarantee that you'll get Fire fuel from them, and they aren't difficult to kill with just the Axion. Don't waste a resource, especially one in short supply, on an enemy you can easily get rid of without it. Save that fuel for when you really need it. This is especially true of Air fuel, because you must often activate the Jump Shield for long jumps.

You can handle small fry like Sleeth without powering up the Axion. If you don't need to use elements, don't waste them.

Use Shields

Any defensive shield is better than none.
Use shields to keep your health as high as possible.

Each shield has a particular use and value. While you use the Jump Shield to extend jump range and the Fire Shield to light up dark areas, other shields have combat uses. The Electro Shield, Smash Shield, and Ice Shield are all valuable against particular attacks or barriers, while the Earth Shield provides all-around defense. Activate a shield when fighting; any defensive shield is better than none.



Use the Best Power

You frequently face enemies with different vulnerabilities and immunities at the same time. When doing this, work from the guidelines that follow.

Use What Kills the Strongest Creature



In a battle against multiple foes, first use the weapon that works against the most powerful foe.

When facing multiple enemies, use the power that the strongest enemy is vulnerable to. For instance, in the Air Realm, you frequently see Air Elementals, Bots, and Blue Overlords in the same place. In that situation, Air Elementals are a threat, while Bots and Overlords are just a nuisance. So use Ice Power, which quickly destroys Air Elementals and still harms Bots and Blue Overlords. It also keeps them out of the battle for a few seconds.

Use What Kills a Different Creature



In this case, Catalisks are immune to Acid Power, which is strong against Harvesters. Switch to Lightning Power to kill everything.

In situations in which one creature is immune to the element the most powerful enemy is weak against, first use the element the weaker creature is vulnerable to. For example, Blue Overlords and Golems often mill around together. Golems without Overlords in them are weak against Lightning, while Blue Overlords are immune to it. In this case, use Steam Power, which quickly kills Overlords and still damages Golems. When the Overlords die, switch to

something more effective against the stronger foe.

Anything (Almost) Is Better Than Nothing



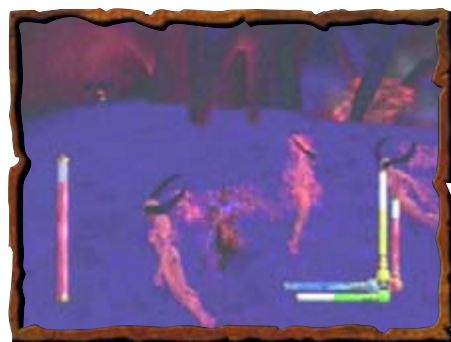
Even if it's not the best weapon, using a power helps whittle down foes.

Hitting a creature with a power it is not immune to does more damage than hitting it with the unpowered Axion. A large Catalisk goes down twice as fast with simple Water Power rather than no power. When you're low on one or two fuels, use what you have a lot of to fight quickly through enemies without wasting the rarer resource.

Avoid Unnecessary Battles

You don't have to fight everything. Some battles simply aren't worth it.

Just because a creature stands in the area doesn't mean you must fight it. If you are weak, low on fuel, or merely want to get from one place to another quickly, you can usually avoid combat. This is especially true early when you don't have all the Elemental Powers, but a large enemy stands in your way. Avoiding combat is not a coward's way out. Think of it as self-preservation. The health you don't lose comes in handy in combat you can't avoid.



Use the Terrain

Knock enemies off cliffs so they don't hurt you.

Terrain is often a problem. Narrow ledges, high bridges, and bubbling lava pools aren't always good for your health. It's easy to forget that this is also bad for your enemies' health. Knocking a creature off a bridge or high ledge or into a bottomless cavern, lava pool, or even a water pool is good. It quickly kills them or at least puts them in a position where they can't harm you. True, you don't get their goodies when they die, but this can be a great way to get rid of a difficult enemy without fighting too much.



TIP Use the sweep attack to knock a lot of enemies around. If you're near lava or a long drop, you can quickly clear out an area.

While it's more difficult to arrange, you can sometimes knock an enemy into a fire or similar barrier. This causes extra damage to the creature, which isn't *as* damaging, but every bit helps against a strong enemy.

The Defaults

Water Power is a good default when you first start.

Before you possess all the elements, the best default is Water Power. Some enemies are immune to Water Power, but not many. Even though most enemies aren't particularly vulnerable to Water Power, it causes more damage and helps you get through enemies faster.



Once you have all the elements, the best default is Ice Power. Even if it's not the best weapon against a foe, Ice Power freezes them so you can switch to a better weapon. Because it gives you a few seconds to think, it's the best thing to use on the spur of the moment.

BASIC STRATEGIES



Once you possess all the elements, Ice Power is the most useful weapon.

Choosing a shield is really a personal preference. In an area with many Shards, Electro Shield deflects them. Because of its ability to absorb damage, you can keep Earth Shield active when you don't need another shield. Or have the Jump Shield active, so if you slip or lose your balance, you have a

chance to save yourself with a quick jump.

Whatever shield you prefer, don't forget to use something.



Other Important Tips

Of course, combat isn't the whole game. You must find and collect many things, solve puzzles, and go places. The following tips help you get more out of the powers and eventually help you complete all the tasks.

Collect the Obsidians



Obsidians are useful. Go out of the way to collect them, getting as many as you can.

It might seem like a bother to go out of the way to grab an Obsidian, but getting a bunch really pays. For every 10 you collect, you gain something significant to increase your strength. If you collect all 100, you get five increases to your life bar, keys to the Health and Fuel rooms, upgrades to the Axion, and the ability to use the Elemental Power for a much lower cost.

Even if you don't get them all, actively collect enough Obsidians to open the Fuel room.

Don't feel you must acquire all 100 Obsidians. You won't lose the game because you only grabbed 63. Try to get at least 60, though, because the ability to refuel yourself when you return to town is extremely valuable. Beyond that, getting additional Obsidians is a personal preference. If you never use the Elemental Power, you can skip the last 10 Obsidians, but the life bar upgrades at 70 and 90, as well as the increased Axion power at 80, are worth taking time to collect Obsidians.



Collect the Gems

At first, it might seem like collecting Realm Gems is futile, but it isn't. It takes a long time to find 100 of any gem, but the increase in the amount of fuel you can carry is worth it. By the end of the game, you should have collected enough of each type to increase your fuel capacity for each element three or more times.

The ability to carry a lot of fuel pays dividends in long combats. The more fuel you hold, the less you worry about running out.



Late in the game, when you make long series of jumps, you need extra Air fuel. Fighting against multiple foes or needing to rearm a shield over and over takes a lot of fuel. The more you store, the better your chances. Don't risk your life for a gem or two, but collect as many as possible.

Use the Oracles

The Oracles are often extremely cryptic. They don't always give you much information. But if you are even temporarily confused about what to do next, Oracles point you in the right direction. An Oracle is always at the beginning of each new area inside an Elemental Realm, and you usually find it almost immediately.



Use the Oracles, which keep you on the right track, or at least point you in the right direction.

This rule is especially true of the Oracle on the Temple of Elements' bottom floor. Unlike other Oracles, which only tell you what you must know for that area the first time you visit, the temple Oracle tells you exactly what to do in general, which realm to visit next, and what to accomplish there.

Use the Save Platforms

Always use every Save Platform you come across. There's no penalty for using one more than once. Nothing is more frustrating than losing progress because you failed to save, so do so whenever you can.



Save the game when you can. It's no problem to reuse Save Platforms.

Take Your Time

There's no reason to rush. You don't have a time limit to find all the Disk Fragments or meet with Balthazar one last time. If you want to take time to explore an area and find all the gems, do so. You find gems and multicolored Fuel Cells (and Obsidians) hidden in interesting places you wouldn't normally find if you didn't explore.



You find gems in unusual places. It never hurts to explore.

Starting Out

In this first part of the game, you get your first real taste of combat. You also collect the first power for your Axion staff. This Water Power not only improves your combat abilities against many creatures, but it also allows you to get past fire barricades.



A Save Platform is right in front of you. Because you can use Save Platforms again and again, there's no reason not to save. Continue down the hill, picking up gems.



Also listen to the Deluvian Oracle as you descend the hill. It says to use the waterspout to launch yourself to the other side of the ocean.



Fight the small Sleeth on the beach. There are three, and they aren't tough to beat.

CAUTION: Don't swim too near the Barnacles. They strike out and damage you if you get too close. No gems are close to them, so you shouldn't have trouble collecting what you need.



Before you climb the rocks, swim out into the water. Many gems to collect are located here, including some rubies. There is also an Obsidian worth grabbing.



When you are done getting items from the water, swim to the island with the lower section and get the gems.



After you collect these gems, swim to shore and then head to the right. Climb up the rocks and collect the emeralds.



At the top, you face a few more small Sleeth. Run past them or kill them. Run to the end of this ledge.





More Sleeth are on the lower section of the platform. Fight them or run past.



Run to the edge of the platform, and jump over to the island.



Dash all the way to the end, collecting gems as you go.



You can go two ways on this island. If you head left, your path is quickly blocked. Instead, jump to the right into the large waterspout. It shoots you into the sky and across the ocean.



You land in the water. Swim around collecting gems before climbing onto shore again.



Many emeralds and sapphires are here. Collect them all and then find the Deluvian Oracle. It informs you that you must use the water fountain to destroy the ring of fire to collect your first power.



After you check the Oracle, run to the cave entrance. Head inside, collecting gems on your way. Use the Save Platform before you enter the cave.



Dive into the water under the staircase, and collect the Obsidian. Climb onto the small platform underneath the stairs to grab the diamonds. When you have everything, return to the foot of the stairs.

Run up the stairs. You can't get the Disk Fragment on the left, and you can't climb the ice slide to the right, so head to the top.



Outside, fight a large group of juvenile Sleeth. A Save Platform is also here.

STARTING OUT



Run across the bridge to the far side. Again, you must fight a number of juvenile Sleeth, as well as an adult Sleeth. Defeat them all and look around the area.



Climb up the vines on the wall to your right.



At the top, turn right and cross the bridge. There's a large gap in the middle that you must jump over.



Push the button on the machine atop this small plateau. This activates the water fountain, which is what you use to put out the ring of fire.



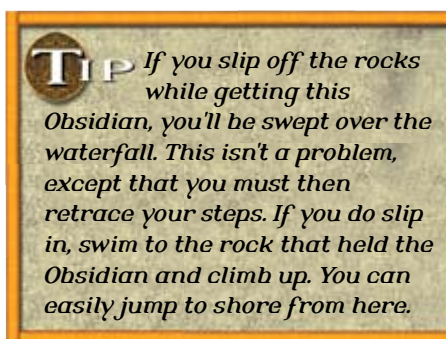
Return across the bridge, and climb the low wall in front of you. Drop to the other side, being cautious of the small Sleeth.



Run straight through the cave, avoiding the left turn for now.



When you get to the end of the ledge, jump to the other side. Fight the small Sleeth in the area, and get the Obsidian on the rocks to the left.



TIP *If you slip off the rocks while getting this Obsidian, you'll be swept over the waterfall. This isn't a problem, except that you must then retrace your steps. If you do slip in, swim to the rock that held the Obsidian and climb up. You can easily jump to shore from here.*



Continue down the path, collecting gems and killing Sleeth. In addition to small ones, a big one is also here.



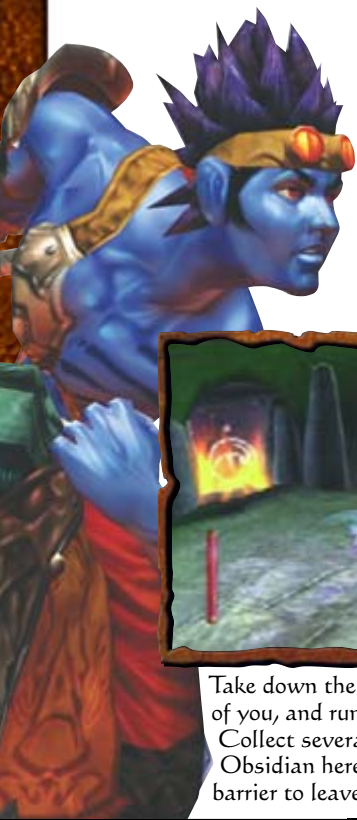
When you reach the machine at the end of the path, activate and use it to put out the ring of fire. Act quickly, because sections of the fire return as long as the fire burns.



Once the fire goes out, jump into the water, and climb out near the Deluvian Oracle.



Run up the slope to the bridge and cross it.



On the island, you collect your first power. This Water Power allows you to temporarily shut down fire barriers.

Remove the fire barrier that surrounds you, and drop into the water below. Climb far to the right of the Oracle, and activate your Water Power.



Take down the fire barricade in front of you, and run into the small cave. Collect several rubies and another Obsidian here. You must remove the barrier to leave.



Run up the ramp again, and follow the tunnel to the opposite side. Fight off the Sleeth here. If you keep your Water Power active, it will be easier to kill off your enemies. Kill the Carrier Birds, which drop Water Fuel Cells if you run low.



Use your Water Power to knock down the fire barricade, and run through the tunnel. A Save Platform is on the opposite side. Cross the bridge and enter a new area.

NOTE

Don't worry if you fall off the bridge. The current carries you into the next area. You'll just find it a little harder to collect gems.



Explore this new area. Plenty of gems to collect are here, including some in the water. Grab the Obsidian before you leave.



Check the Deluvian Oracle. It tells you to return to the beach where you started and head into town. In town, head to the Earth Realm to collect another power.



Numerous small and one large Sleeth protect both the Oracle and the Gold Teleporter. Access the Teleporter.



The Teleporter returns you to the beach where you started. Grab the diamonds and jump into the water. Swim to shore and run up the beach.



At the top of the beach area, you find another fire barricade. Knock it down and run past into town.

The Next Two Powers

In this section, you further explore the realms, investigating the Earth Realm and a much larger section of the Water Realm. You collect the first three Disk Fragments and the first Fire and Air Powers.



Run forward toward the bridge. Get a couple of sapphires here. A group of Bots guard the bridge.



Cross the bridge to enter the town.



In the town, turn right and follow the path. It splits almost immediately, following the trail of sapphires. Follow the left fork up the hill to the temple.



Use the Save Platform when you reach the temple. The Deluvian Oracle says essentially the same thing as the last one. Remember this location, though, because this Deluvian Oracle always tells you your next task.



Leave through the exit next to the Oracle. Follow the path to the right down to where you entered the town. When you return to ground level, turn around and follow the road. Take the second bridge on the right, the one with the emeralds. Bots guard the bridge.



A few more emeralds and an Obsidian are located on the far side of the bridge. Get them and use the Water Power to douse the fire barrier. Run through into the Earth Realm.



Check the Deluvian Oracle just inside the Earth Realm. It tells you to repair the machinery in this area to allow for complete exploration of the entire realm.



Fight your way to the doorway below. The Harvesters and Blue Overlords should not pose a problem. Find the Silver Teleporter, and turn it on by walking near it—you must first find its mate to use it. Go through the door, and run to the end of the hall. Climb the vines on the wall to reach the top.



Use the Save Platform at the top. Jump to the ground below and head left, fighting through the creatures. There is a swarm of Splinters, several Harvesters, and Catalisks.



TIP Many gems are hidden in this area. Check behind walls and obelisks.



Break through the flame barrier with the Water Power, and head into the next chamber.



Here you face a real challenge. You must deal with a large group of Harvesters and Catalisks. Run past them if you wish. When you are ready, go through the door on the left at the far side of the room.



Inside this room are several Bots and a Golem. You should have no problem eliminating the Bots, but the Golem is much more serious. Avoid combat by running to the opposite side of the room, and going through the small entrance.

CAUTION: In the room with the Golem, you find a row of emeralds. Get them, but don't get too close to the door at the top. You can't get past it now, and nearing it triggers a painful electrical bolt.



Climb down the vines to the floor below.

CAUTION: Carefully walk onto the elevator. If you activate it before you fully stand on it, it starts moving, causing you to fall a long and always fatal distance.



Walk forward and wait for the elevator. When it appears, step onto it and ride to the area below.



Step out of the elevator and turn left. Fight the Noreht, then run down the long ramp to the ground below. Don't worry about the paths that branch off for now—you'll eventually get to these.



Use the Save Platform on your way down the long ramp.



On the ground, find the other Silver Teleporter. It allows you to bypass most of the rooms you went through the next time you come to the Earth Realm.

THE NEXT TWO POWERS



Go through the door left of the ramp. Another Noreht is here as well as a Golem and several Catalisks. Fight them if you wish.

TIP *If you are low on health, attack a few of the small hopping birds. Each one gives you at least one Health Pack and usually produces two.*



The next room contains a group of small Sleeth. Fight them if you need Health Packs, then glide down the long water slide to the right.



The water slide dumps you out over a huge ice cavern. The central island holds a machine that requires two keys to operate.



Swim to the small area of land to the right of your entrance point, and climb the huge ladder above you. A few small Sleeth are here.



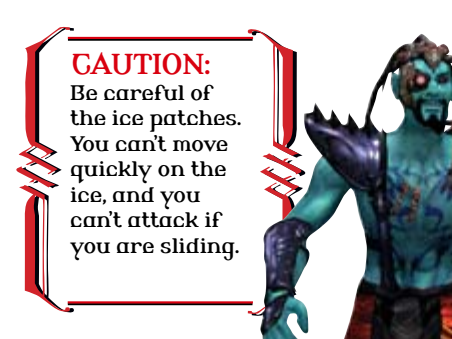
At the top, collect a key for the machine. Grab the gems, then jump off the edge into the pool. Climb onto the central island.



Run up the ramp and through the small Sleeth. Break through the fire barrier at the top of the ramp to reach the next room.



This large cavern is a true challenge. Many Bots and a large group of Water Elementals are here. Fight them off, retreating when you need to.



CAUTION:
Be careful of the ice patches. You can't move quickly on the ice, and you can't attack if you are sliding.



After killing the first group of enemies, you find more on the other side of the room.



The second key for the machine is on the opposite end of the room.





Knock down the flame barrier, and go through to the room beyond. Walk through this small complex of caves.



At the bottom of a short slide, you find the second power. In addition to the Water Power, you can now access the Fire Shield. By combining the Water and Fire Powers, you can create a Steam attack with your Axion staff.



Activate the new Steam Power, and knock down the transparent walls in front of you.



Instead of activating the machine, you must return to the Water Realm. Use the Steam Power to knock down the transparent walls that protect the long ice slide. Walk forward and go down the slide.



You have control for only a few seconds on the slide. You can pick up a few gems on the way, but they are difficult to grab. You eventually emerge in the Water Realm in the middle of the ice staircase (now you know why you couldn't walk up this slide earlier).



Use the Steam Power on the block in front of you to collect the first piece of the Water Disk.



Climb the staircase to the top, near where you used the water fountain earlier. Run across the bridge to the far side to explore the area. You can get an Obsidian in an ice block with the new Steam Power.



Climb the vines again, and go over the ledge in front of you. Follow the tunnel, but take the left fork this time.



Kill off the two big Sleeth in the rear cavern. Destroy the ice block, then use the vent to shoot up to the ledge above.

At the top, jump out of the vent and grab the diamonds. Run forward, jump into the water, then swim to the right.



THE NEXT TWO POWERS



Swim toward the waterfall on the left. Go to its left side and to the back corner. Climb the vines to reach the Obsidian at the top. Jump into the waterfall, and ride it to the bottom of the area.



Return to the Deluvian Oracle and climb the ramp where you got the first Water Power. Follow the tunnel near the bridge through the flame barrier on the far end. Go through the Gold Teleporter in the next area to return to the beach where you originally started.



Jump off the island and swim to shore. Climb the walls to the right, and return to the islands that lead to the waterspout. Pass the waterspout, and knock down the ice barrier with the Steam Power. Jump to the islands beyond, thus activating the Silver Teleporter.



Jump to the atoll that rings the beach, and enter the water on the far side. Swim toward the mists to your right.



Head toward the mists, but also check underwater, looking for a deep crevasse with a Save Platform in the middle. This is directly in front of the large archway in the mists.



Swim into the tube leading through the water. It shoots you through the length of the tube, sending you into a new part of the Water Realm. This tube is near the underwater Save Platform.



You emerge at the top of a large air vent. Go to the side, and get to the platform surrounding the vent. Collect the emeralds and press the button on the panel, causing a tower in the distance to rotate. You are immediately sent up another air vent to another platform.

Again, get to the platform surrounding the vent, and press the button on the panel. This drops a cage on the end of the crane you just moved. Jump off the tower into the water.



Swim to the cage you lowered, and get the Obsidian inside.

From the cage, swim to the closest platform onto which you can climb. A Deluvian Oracle and a Save Platform are here, as well as a few Blue Overlords. The Oracle says to find the first Air Power and a piece of the Earth Disk in this area.





Run down the bridge, and jump onto the lift platform. At the top, jump off and follow the bridge to the central tower. Watch out for Bots and Water Elementals.



Traverse the bridge that leads away from the central tower. Take the lift platform down, and run to the end, where a Save Platform is located.



You must now wait for day. Look around; if you see spotlights, which are only active at night, shining on the high bridge you crossed, it's night. When these turn off and it becomes day again, the steam vents open in the area. Return to the lift platform, and drop to the green flower below. Use it to reach the steam vents.



Follow the steam vents to the end, and jump to the little hut. Press the button inside to activate some spotlights on the other side of this area.



You now need to wait for nightfall so the spotlights you just activated turn on. Jump into the water and explore. Look for Obsidians inside the columns that support several of the structures.



At night, return to the area with the Deluvian Oracle. Climb to this area, then jump to the flowers that are open. They only open when the spotlights shine on them.



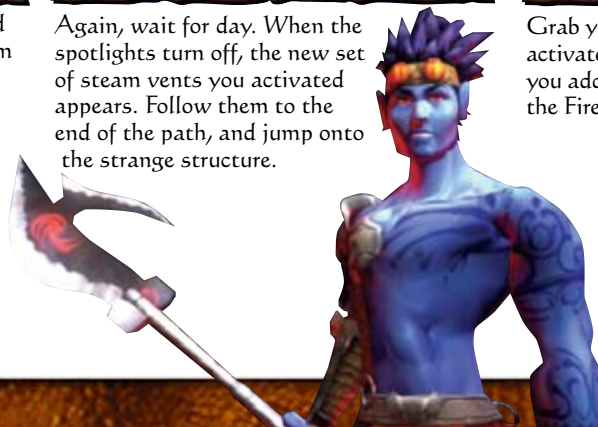
Follow the path of flowers to the hut, and press the button, activating a set of steam vents. Return to the area with the Deluvian Oracle.



Again, wait for day. When the spotlights turn off, the new set of steam vents you activated appears. Follow them to the end of the path, and jump onto the strange structure.



Grab your first Air Power here. It not only activates the Jump Shield, but it also grants you additional powers in combination with the Fire and Water Powers.



THE NEXT TWO POWERS



Activate the new Jump Shield, and get to the hut near where you got the Air Power. Press the button to activate the last set of spotlights. From here, use the Jump Shield to reach the gems on the flowers to the left. Return to the area with the Save Platform without the Oracle, then wait for nightfall.

At night, these flowers only open for a few moments at a time because the spotlights rotate. You must be patient and wait for the right moment to jump.



Follow this path of flowers to the end, and grab a piece of the Earth Disk on the other side.



Jump off the platform into the water. Swim through the arch, which leads back to the area outside the atoll.



Before you leave, destroy the rocks. Use the new Electricity Power to collect all the gems.



Rise to the surface, and swim toward the dock.



Walk forward on the dock, and fight the Red Overlord.



As you approach the stairs, the scene shifts. A pair of Blue Overlords in the underwater dome launch a torpedo at the docks!



As soon as you regain control, run up the stairs and grab the key. Search the area for gems, then return to the water.



Swim to the underwater dome. Look around for a small canyon next to the dome and swim into it.



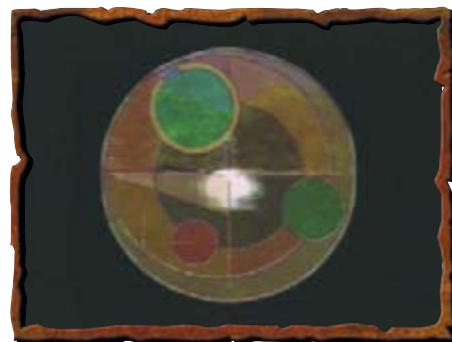
Here you find a small air pocket. Climb into it to reach the dome's interior.



Equip the Electro Shield, which is a combination of Fire and Air Power. Walk through the electrical barrier, and place the key you got from the docks into the device. This drops the stairs in the dome's interior.



Climb to the top of the stairs, and fight the Blue Overlords.



When the Overlords are dead, use the periscope. Fire a torpedo into the statue, listening to the pings to indicate when you are close to your target.



Leave the dome the way you entered, and swim toward shore. On the way, find a Save Platform on a raft.



Swim to the pillar you destroyed and use it to enter the cave at the top.



You must use the Fire Shield to light the way through the cave. Take the first branch to the right then another right to grab an Obsidian.



From the Obsidian, take the second left, following the path to the top. Exit at the top of the cave.



Outside, you find the second piece of the Water Disk on a small ledge overlooking the town.



Run back into the cave, and drop into the water below. Follow the tunnel out of the cave to the ocean. Swim toward the Save Platform you found earlier. To the right of it is a Silver Teleporter—the other half of the one on the other side of the atoll. Use it to return to the beach.



Return to town and head to the temple. Use an elevator here to access the second level.

You should have 10 Obsidians now, so get the first additional power, a longer life bar. Then go back to the main level of the temple. Use the Save Platform and access the Oracle, which tells you to head to the Fire Realm.



Earth Power, Water Power

This section adds Earth and a second Water Power to your basic powers. Earth Power gives you access to all basic weapons, and the second Water Power makes your Water attacks stronger. The majority of this section takes place in the Fire Realm, a dangerous land where the terrain can instantly kill you.



From the temple, exit next to the Save Platform. Follow the rubies to the ground. On the ground, turn around and go to the first bridge on your right.



Bots guard this bridge. Additionally, there is a huge gap in the center. Use your Jump Shield to get to the other side.



Go through the arch, and head down the tunnel. Three Harvesters are at the bottom. Take the path to the right. There are three more Harvesters and a ruby at the end. In the distance, you see a broken bridge, where you are headed next.



Run back down the ramp, and take the other fork. At the top of this ramp, you face three more Harvesters.



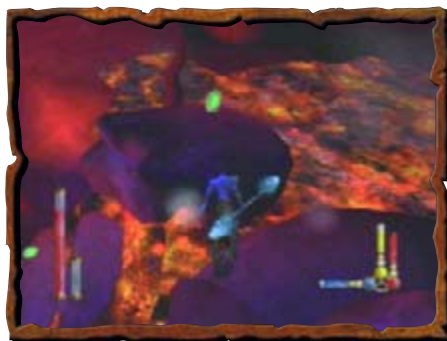
Use your Jump Shield to clear the gap in the bridge. Be careful of the flame that shoots up at regular intervals; time your jump so it doesn't strike you. Run through the tunnel on the opposite side of the gap.



Use the Save Platform outside the tunnel when you emerge. Also check the Oracle in the area.



Climb up to get the ruby near the Oracle. Jump across the long gap to the narrow ramp with the rubies. Follow the ramp to the bottom. Several Fire Elementals are here. Stun them and run past instead of staying to fight.



The next area is tricky. Use the Jump Shield to leap to the small rocky ledge with the emerald. Drop from ledge to ledge, picking up emeralds. Get to the bottom.

CAUTION: There is plenty of lava in this realm. Don't touch it, or you'll die instantly.





At the bottom, there are three more Harvesters. Kill them and go through the fire barrier to the right, just beyond the cliff you came down.

CAUTION: The Harvesters are in the doorway when you knock down this barrier, so don't stand there. Lure the Harvesters out so the fire catches them when the barrier reappears.



A few more Harvesters are on the other side of the barrier, and the path forks immediately. Kill the Harvesters and take the right fork, going through the next fire barrier.



You reach a small porch-like structure. Destroy the four Harvesters found there.



After you kill the Harvesters, get the key from the back corner of the room. Be extremely careful around the lava.



Return to the tunnel, and go back the way you came. When you see the flame barrier, turn right and follow the tunnel through the next group of Harvesters.



There are a number of possible paths through the caves, and exploring yields some gems. The quickest way through is to start where you fought the last group of Harvesters and go through the fire barrier on the left.



Run forward to the stairs. Climb to the top, and through the next barrier.



Walk to the crossroads and collect the ruby. Turn right and follow the path into the next room.



In the next room, turn left and follow the path outside. You face a few Fire Elementals and Blaze Sentinels here.

Fire Elementals are tough. If you don't want to fight, run toward the small doorway flanked by sapphires.



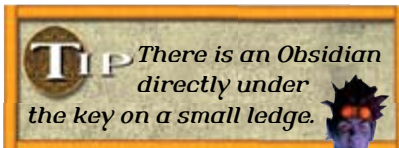
EARTH POWER, WATER POWER



The room beyond contains a couple of Blaze Sentinels. Use your Water Power to kill them, then go through the barrier, following the trail of diamonds.



In the hallway beyond the barrier, go left. Take your first right to find the second key.



After you get the key, turn right when you can, and follow the hallway to a T-intersection. Kill the Blaze Sentinel on your right, and get the diamonds in the chamber beyond. Then turn around and run straight ahead, back outside.



Run around the flames, sticking to the left. Two more Blaze Sentinels are on the other side of the flames.



You see spots for three keys here. You have two, but you need the third to open the nearby door. Use the Save Platform in the area.



From the Save Platform, walk forward and drop to the ground below. Run around the Blaze Sentinel and Fire Elemental, and duck into the doorway.



A Blaze Sentinel is in the next room. Kill him and look around. You are directly under the T-intersection you came to earlier. Run through the tunnel on your right. Kill the next Blaze Sentinel, and go through the fire barrier.



Another Blaze Sentinel is in the next room. Kill it and run up the ramp to the top. Kill the waiting Blaze Sentinel.



Run straight ahead. You're on a lower level of the Flame Generator, the device you must repair. Grab the emeralds and continue to the other side. You emerge in a huge cavern.





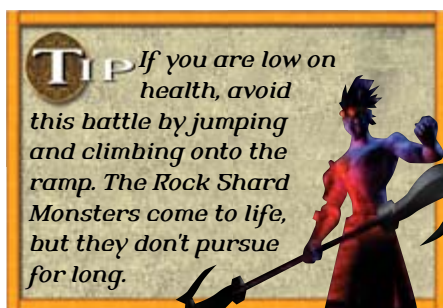
Fight Rock Shard Monsters and Harvesters.



Continue through the cavern, fighting off the Rock Shard Monsters.



At the far end of the cavern, a ramp leads up. Two more Rock Shard Monsters guard it.



Continue on this path, going past the door on your right. Follow the rubies to the next huge group of Harvesters.



Fight the Harvesters. This takes time, but you shouldn't have too much trouble if you are careful.



Follow the path through the flame barrier. An Obsidian is at the end of the path. You should recognize the area—to the left of the Obsidian is where you jumped down the cliff at the start of the Fire Realm.



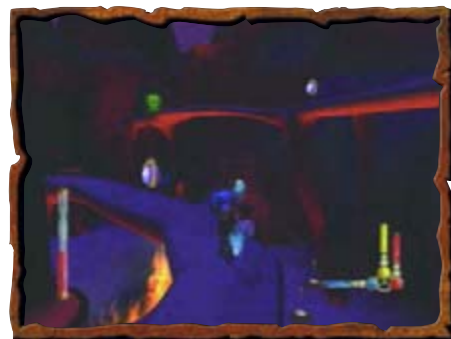
Turn around and retrace your steps. Follow the path back to the door you skipped earlier, and go through it.



Fire Elementals fill the clearing beyond. Run through the clearing to avoid fighting. Cross the bridge and go through the door on the opposite side.



Go right in the next room, and get the third key. You now have everything to enable the Flame Generator.



Don't retrace your steps. Continue straight ahead from where you found the third key.

EARTH POWER, WATER POWER



You emerge on a narrow path. Go right to return to the Flame Generator control area.



Put the three keys in their places to disable the door in front of you.



Go through the door, and turn the wheel inside to start the Flame Generator. It's time to travel to a new and more challenging part of the Fire Realm.



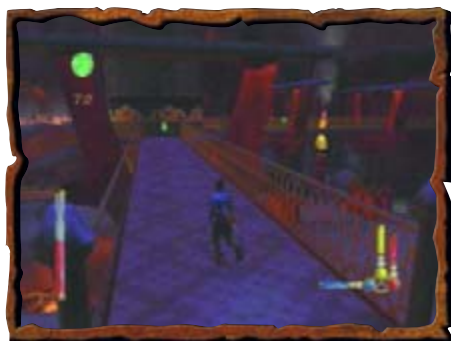
Return to the Save Platform and save your position. Retrace your steps to where you found the third key.



When you emerge over the Flame Generator control area, stay on the narrow bridge.



Three Blaze Sentinels wait for you in this area. Use Water Power against them.



Cross the bridge to the upper level of the Flame Generator.



Run across the bridge to the right through the open doorway. This takes you to a new part of the Fire Realm.



Check out the Oracle in the next area. You must find more keys. Save your position on the Save Platform.



Run through the doorway past the Save Platform, and equip your Electro Shield (Air and Fire).

Hug the right wall. The Tesla trees are powerful electric generators that shock you if you get too close. Your Electro Shield protects you from four jolts. Run into the valley to the right.





Fight the waiting Rock Shard Monsters. Continue traveling across this valley.



Reequip your Electro Shield, and run past the Tesla trees. Watch out for the fully grown Catalisks on the other side.



Activate the Silver Teleporter as you battle the Catalisks.



Continue forward. When you spot the stone archway, take the path to the left, and cross the lava. A couple of Blaze Sentinels and big Catalisks are in this area.



Use the Save Platform on the far side of the bridge.



Turn around on the Save Platform, and go left.



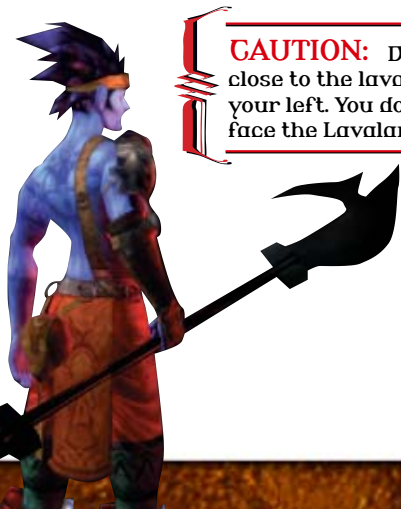
Stop in the doorway and look down. Three platforms below you rise and fall randomly. Drop to the first one.



Jump across the platforms to the doorway on the far side.



Follow the path to the pair of Blaze Sentinels.



CAUTION: Don't get too close to the lava pool on your left. You don't want to face the Lavalars here.



After you kill the Blaze Sentinels, go through the doorway on your right. Follow the sloping path to the first key.

EARTH POWER, WATER POWER



Turn around and go up the path. Continue up the slope to the next Blaze Sentinel and kill it.



Jump off the end of the path onto the circular platform. Continue across it and jump to the low ledge on the other side.



Follow the trail of diamonds, activating your Electro Shield. Another Tesla tree is around the corner.



The elevator platform near the Tesla tree quickly moves up and down. Jump to it carefully, or you'll have to restart at your last saved position.



Take the elevator to the top, and jump onto the highest ledge. An Obsidian, guarded by three Fire Elementals, is here.



After you get the Obsidian, run back toward the elevator. Keep close to the left wall, and drop to the next lower platform.



Rearm your Electro Shield, and run past the Tesla trees on the ground below you.



Two Rock Shard Monsters are past the Tesla trees. You can either run past them or fight them. When you are ready, equip your Jump Shield, and jump over the chasm to the corridor on the other side.



Follow the rubies to the next area, which has a few sapphires. Follow the path around to the left to the pair of Blaze Sentinels.



Continue up the path, fighting the Blaze Sentinels. Collect gems on your way.



The path ends in a steam vent guarded by three Fire Elementals. Run past them and jump onto the vent.



At the top, move to the land and fight off the Blaze Sentinels. Rearm your Electro Shield, and run toward the large group of Tesla trees.



This area is tricky. The Tesla trees hit you constantly, which means you must frequently rearm your Electro Shield. Don't fight the Rock Shard Monsters.



The second key is at the back of this area. Nab it and run back through the Tesla trees, again avoiding the Rock Shard Monsters.



Run to the top of the steam vent. Continue past the single Tesla tree, going left at the first fork. Follow the sapphires through the small opening in the cliff.



The chamber beyond holds a Fire Elemental. Knock her down using Water Power.



Place one key into the lock to open the door in front of you.



Go through the door to the cliff outside. Another Elemental and a few Rock Shard Monsters are here. Stay away from the Rock Shard Monsters, but kill the Elemental.



Equip your Jump Shield, and jump to the small pedestal with the diamond. From here, jump to the third key. When you get the key, jump back to the mainland. Use your Jump Shield for all these leaps.



On the mainland, jump on to the elevator platform. Avoid the Tesla tree and the Rock Shard Monsters.



Ride the elevator to the top. Follow the sapphires to the Blaze Sentinels.

Continue to the end of the path, and find a lock. Place a key in the lock to stabilize the three bobbing platforms you jumped across much earlier.



EARTH POWER, WATER POWER



Drop to the path below, and use the Save Platform. You used this one earlier, but save again. Watch out for the Fire Drake.



Turn around and go down the path to the left. Once again, you find the place with the three elevator platforms, but now they move in unison. Drop to the first one.



Jump to the third platform. Ride it to the top, and jump to the small ledge on your right. Flip the switch to open the small doorway on the opposite side of the room.



Drop back to the third platform, and go through the door you just opened.



Go left outside the door, and take the narrow catwalk down to the ground. A Fire Elemental and two big Catalisks are here.



Continue forward and jump over the lava to the third lock. Use your last key.



The third key energizes the platform above the place where you found the first key. Drop to the ground, and run up to this platform. Jump onto it when you can.



Jump off at the top. There are Rock Shard Monsters and a single Fire Drake here.



Run down the narrow bridge to the area below. Avoid combat with the creatures here.



Equip your Electro Shield and head left. Run past the Tesla tree and up the ramp on the right.



Fight a big Catalisk as you climb the ramp.



At the top of the ramp, you get your fourth power, Earth. With all four elements in your possession, all your abilities are now available.



Descend the ramp and go past the Tesla tree. Go left to the large circular platform.



Ride this platform down to the next area. Watch out for the Bots waiting at the bottom.



The spinning platforms periodically slow down and stop spinning. When they stop, jump across them quickly—you only have a few seconds, so don't hesitate.



Follow the corridor to the area outside. You are on top of a very high ledge.



Follow the path to the steam vent and jump into it.



As you fly up, move to the right so you land on the higher bridge. Make this easier by rotating your view to a top-down perspective.



Run to the other side of this bridge. Kill the Catalisk here, and climb the wall to the top.



Kill the Catalisk at the top and get the Obsidian. Then climb down the wall, and run to the other side.



Climb this wall to the top.

EARTH POWER, WATER POWER



Run to the right and down to the waiting Catalisks.



After you kill the Catalisks, jump across the lava stream, and use the Save Platform.



Walk to the zip line. Stand directly underneath it and jump straight up. Your Axion catches on the line, and you slide to the other end.



Do the same thing with the next zip line. You end in a short tunnel.



Run through the tunnel, and jump into the next room. A couple of Blaze Sentinels wait for you.



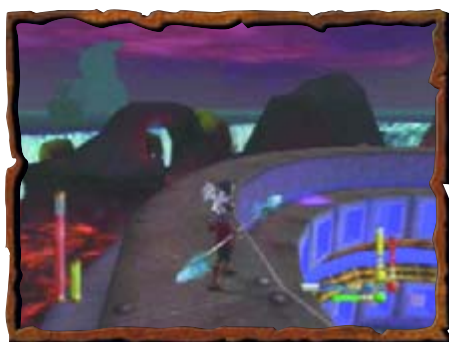
The huge structure in the center dominates this area. Climb to the top and flip the switches, one on each side. Watch out for Bots flying around.



With the two switches tripped, the platforms in the middle of the structure rise and fall. Jump to the middle platform and ride it up.



When it stops, jump to the side and turn around. The platform you rode up descends, and another platform comes into position. Jump over to it.



Repeat this process three more times. When you finally reach the top, jump to the side and climb down.



Use your Jump Shield to grab the Earth Disk Fragment.



Jump to the ground below. Run forward and activate the Silver Teleporter.



From the Teleporter, run to the right, jumping over the lava. A number of enemies are on the other side. Run past them to the back, toward the large greenish stone.



To break down this stone, switch to your Acid Power, which is a combination of Water and Earth.



Run forward and drop into the water. Swim to the bottom and through the tunnel. You are quickly taken back to the Water Realm.



You reappear in the Water Realm near where you got your first Air Power, the area with steam vents and flowers. Swim to the surface, and climb out of the water. Save your game on a Save Platform.



Swim through the large arch to the area with the underwater dome.



Swim to the surface and look around. Head toward the misty, pale blue islands in the distance.



Swim between the islands into the mists. This transports you to a new part of the Water Realm.



Swim to the large island with the bridges. Climb up and prepare to defend yourself against Bots and Ice Shard Monsters.



Check the Oracle, which says you must use the power of the Water Realm to help it heal. To start, go across the bridge to the right as you climb out of the water.



You must use Steam Power to get through the barrier on the far side of the bridge.



Fight your way around this island. Head toward the right, and use the Save Platform.

EARTH POWER, WATER POWER



Flip the switch you find. Then go back over the bridge to the island you started on. You must destroy a number of barriers with Steam to find the switch.



Back on the first island, go left and up the bridge. Be cautious of the Bots that protect it.



Use Steam again to get through the barrier. Head to the right, and fight through the Water Elementals and Ice Shard Monsters.



When the coast is clear, stand by the water and wait for the floating island to approach.



Jump onto the island. Ride it to the second floating island and jump to it. This island takes you to the large, spiral-shaped island.



Jump to the island, and fight your way to the top. You face a large number of Ice Shard Monsters and Water Elementals.



At the top, press the button, triggering a water spray that shoots over the islands. Freeze it to form bridges.



Go up the bridge near this switch. Be careful of the Bots; if you fall into the water, you must go through the whole process to return to the spiral island again.



At the end of the bridge, call up your Smash Power (Earth, Air, and Fire) and destroy the barrier.



On the other side, pick up your second Water Power. This makes your Water attacks stronger.



Go through the next barrier with your Smash Power and use the Save Platform.



Jump into the water, and swim back through the mists. This takes you to the pale blue islands near the atoll.



Swim to the rafts, and use the Silver Teleporter to return to the beach.



Return to the city, but don't head straight for the temple this time.



Walk all the way around the city on the bottom level, then take the path up to the temple. Check the doors on all the buildings you pass. You can open some of them, and you find a few gems in each one you can enter.



The first building on the path from the temple (when you leave by the Oracle's side) is the training area. Go here to test and experiment with your powers.



On the other side of the temple, the third building down (from the Save Platform side) is Balthazar's house. Explore inside to find a pair of Obsidians, one on the ground floor and one on the second floor.

TIP If you want to get all the Obsidians, there's a hidden one nearby. Approach the center of the area where you get your Obsidian powers and drop into the hole beneath the elevator for an Obsidian. To get down, drop off the edge, then push back to fall to the next level of the central pillar. Do this twice more to reach the ground floor of the temple.



Another Obsidian is in a house near the bottom of this path.



When you are done, return to the temple. You should have at least 20 Obsidians, so take an elevator up to the next floor.



With 20 Obsidians, you can get a key that unlocks the health room/museum. Get it and return to the bottom floor of the temple. Listen to the Oracle, which tells you to return to the Earth Realm and finish what you started there.

Revisiting Earth and Fire

Things get more difficult now. You start in the Earth Realm, where you finish repairing the machine you saw earlier. You also collect your second Fire Power and a piece of the Life Disk. You move on to the Fire Realm, where you discover another Air Power and your first piece of the Fire Disk.



Before returning to the Earth Realm, use the key from the temple. Leave the temple near the Oracle, and run to the bottom of the screen.



At the bottom, stop and turn around. Run toward the bridge to the Earth Realm (the second to the left), but stop at the first bridge.



Cross to the far side. Climb the rocks to the right, and move left to get the Obsidian. Drop to the ground.



Go to the right, past where you climbed the rocks. Use the key you got from the temple on the lock.



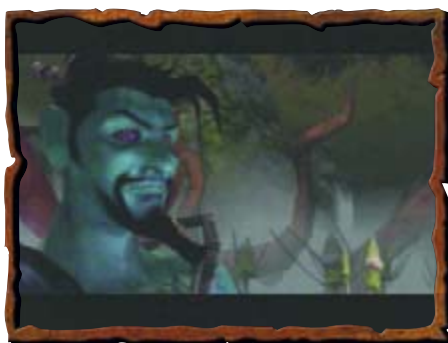
Check out the room you opened. An unending supply of Health Packs is here. Boost your health to full every time you revisit the town.



Return to town and go right. Take the first bridge to revisit the Earth Realm.



When you enter this part of the Earth Realm, someone waits for you: Balthazar!



Balthazar's encounter with the Death Guardian left him scarred and changed for the worse.



He planned a welcome for you with three adult Catalisks.



Use your Electricity Power to fight them off. When you kill them, run to the Silver Teleporter and activate it.



Turn and run through the doorway to your left, which leads you to the small chamber above the mud slide.



Ride the mud slide down, and climb onto the central island toward the machine at the center.



Place the two keys in the locks. You discovered this machine during your first trip to this realm. You found the two keys around the same time.



You activated the mine car in the next room. Run up the ramp and through the fire barrier into the next chamber. Bots and Water Elementals fill this room.



Climb into the mine car, and ride it to the end.



When the car stops, jump into the stream. This takes you to a pool.



Be warned: This cavern is huge and filled with enemies. Contend with small Catalisks, Blue Overlords, Bots, and Golems.



Next to the wall, run up a fallen pillar to reach an Obsidian.



Turn on the switch near the machinery at the back wall to raise the huge tower. After you flip the switch, head to the tower and enter to call the elevator.

You pick up a key as the elevator takes you to the surface. When it stops, you are in the large area with the Silver Teleporter. Head outside.



REVISITING EARTH AND FIRE



Go up the long ramp along the edge of this area. Proceed to the first mine car in a side alcove, and jump into it (it's two alcoves below the Save Platform).



The mine car takes you to a huge battle area containing Golems, Blue and Red Overlords, and Rock Shard Monsters.



Kill six Red Overlords. Each time you do, you release a key in the area.



When you kill everything, collect the six keys. Use the Save Platform.



Facing the outside wall from the Save Platform, turn right and go to the first drill. Place a key into the lock to activate the drill.



Enter the opening you created, and fight the Rock Shard Monsters and Harvesters.



Travel to the fire barrier at the back. Go through to the next chamber.



The next room holds a few enemies, including a very angry Golem with an Overlord.



When the coast is clear, grab your second Fire Power. It increases the duration of your Fire Shield and makes your Steam Power stronger.



Return to the area outside. Get the Obsidian from the ice block with your new and improved Steam Power.

Go to the drill with the blue Carrier Birds next to it. Activate it to reveal a piece of the Life Disk.



TIP Save your game after you find the Life Disk. The next area is tricky, and a single slip is likely fatal.



Activate the third drill to reveal a dark cavern.



Activate your Fire Shield. Walk down the narrow path, twice going left at junctions.



Climb the ladder at the end of this path, and continue up to collect an Obsidian. Turn around and descend the ladder. Go up the path in front of you, and take the first left.



Follow this path to collect a second Obsidian. Return the way you came, going left at the next two junctions.



Go right at the next two junctions, and drop to the small room. Use Smash attacks to fight the waiting Rock Shard Monsters.



Go through the door at the back to find a huge crystalline shard. Activate your Lava Power and strike the shard. The crystal plays a short song, glowing red on the third and seventh notes. This is a clue for a puzzle you face later.



Walk to the edge of the cave and onto the path. Use your Fire Shield.



Walk off the end of the path to the path below. Follow it outside.



Once you return to the area outside the cave, head to the mine car and jump in. This takes you to the top where you entered the mine car.

Run to the large ramp and go right. Use the Save Platform before continuing.



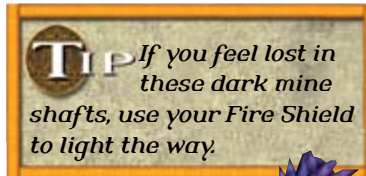
REVISITING EARTH AND FIRE



Climb the ramp to the next mine car. Jump inside and ride to a new section of the Earth Realm.



When the car stops, run toward the Oracle and turn left. Follow the trail of emeralds.



There is a lock at the end of the path. Use a drill key to power up the drill nearby and open the path to a new section of the Fire Realm. Run to it and go through the new opening.



In the new area, listen to the Oracle. It tells you that you must tap into the power of the active volcano to repair this realm.



Look to your left. Below is a Save Platform and an Obsidian. Jump down, use the Save Platform, and grab the Obsidian off the small island.



To get back to the main area, jump into the steam vent, which carries you near the Oracle.



Fight your way to the Silver Teleporter and activate it. Run straight ahead.



Run down the metal ramp, collect the emeralds, then turn and climb the ramp to the valve wheel. Turn it to start lava flowing through some pipes in the area and raise the nearby ladder.



Climb the ladder to the top and go left. Follow the path through the Catalisks to the ledge above the lava pool.

Follow the emeralds to the short ladder and climb down. Turn the valve to power up the small volcanoes. Climb the ladder to the ledge.





Jump to the top of the closest volcano. It periodically shoots into the air, taking you with it. Turn around and jump to the small ledge holding the two Catalisks.



Walk onto the pipe and claim the Obsidian.



Jump to the second volcano from where you got the Obsidian. Jump from volcano to volcano until you reach the far side. Another Obsidian is located on a high ledge against the back wall (reach it from the third volcano).



From the last volcano, jump to the ground below, and go through the small doorway to the left.



Jump to the left ledge. Flip the switch to shut off a nearby lava flow, clearing a new path.



Drop to the lower ledge and collect the gems. Run clockwise to the end, then drop to the bottom platform.



Exit through the door, and fight the Rock Shard Monster to your left. Turn around and follow the path to the steam vent.



The steam vent shoots you to the ledge above. Run to the far side, and drop to the metal pathway you cleared.



Run forward through the Catalisks and Rock Shard Monster, and find the large hole in the ground.



Jump into the hole. Air currents carry you to a massive machinery room and shoot you into the air, depositing you on a central platform.



Jump into the large hole on the opposite side of the room.

REVISITING EARTH AND FIRE



Currents carry you along. You land on a massive steam vent that launches you skyward. When you stop, jump to the ground.



Run up the path past the Catalisks, and use the Save Platform.



Turn and go through the door. Follow the short hallway to the large cavern.



Jump from ledge to ledge to the opposite side. Go through the exit on the other side.

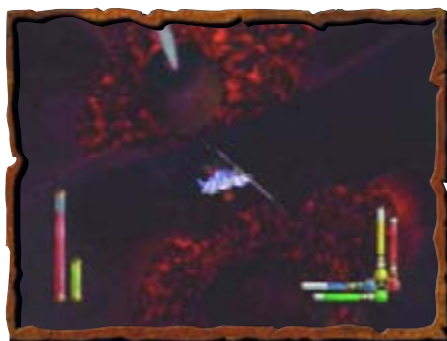


Follow the path outside to the top of the hill. You must fight a few more creatures, including Rock Shard Monsters and Catalisks.



Turn right at the end of the path. Three volcanoes shoot steam in front of you. Jump into the first one, which launches you to the second one, which takes you to the third.

TIP When using these steam volcanoes, don't steer in the air. You always land on the next volcano, and the landings don't hurt you.



The third volcano launches you over a large rock barrier to land on a fourth volcano. Jump into the steam, and it will carry you to a fifth, and then a sixth volcano.



From the sixth volcano, use the steam to get to the mainland.

CAUTION: Steer yourself on this final jump.

TIP If you take a short trip to the left, a Save Platform is at the top of the hill.

Run toward the Catalisks. Follow the path through enemies until you reach the Silver Teleporter. This connects with the one from the start of this area.





Continue up the path until it splits. On your right is a wall you can only destroy with Acid Power much more powerful than you possess. Go straight ahead past the Rock Shard Monsters.



Follow the path to the bridge and cross it, fighting the Catalisk on the way. Enter the small building at the opposite end.



Inside the building, fight three Rock Shard Monsters. Get to the ladder.



Turn the valve to start the flow of lava. Your second Air Power is released and then covered with lava.



Turn the valve again to cut the lava flow. Return to the ground and leave the building. A couple Rock Shard Monsters returned, so battle them.



Retrieve your new Air Power, which gives you an additional boost when using the Jump Shield.



Continue up the path, kill the Catalisks, then climb the hill to use the Save Platform.



Run down the hill. There's a huge pool of lava, but you can cross it with your additional Air Power. Equip your Jump Shield, and leap across the gap.



Continue up the path, fighting past Catalisks and Rock Shard Monsters, until you come to the metal bridge. Run past it to the top of the hill, where Carrier Birds stand.



Run to the statue on your left. Use your Jump Shield to jump this huge gap.

Follow the path down to another valve wheel. Turn it to start the rise of the nearby platform. You must fight a few Rock Shard Monsters to get here.



REVISITING EARTH AND FIRE



Jump on the platform. As it rises, leap to the small doorway in the side of the volcano.



You're on the opposite side of the volcano you entered earlier. If you look right, you see the switch you triggered to clear a metal pathway. Turn left and jump to the ledge. Click the switch to close off the lava tube on this side of the volcano.



Turn around and return to the rising platform. Backtrack to the large gap.



Drop into the gap to the left. Run to the Save Platform and use it.



You are at the Save Platform near where you got the new Air Power. Run up the hill, and go left to return to that valve wheel.



Turn the wheel a third time. You changed some lava tubes, though, so the path the lava takes now is different.



You must do a lot of backtracking. Leave this area and head toward the Save Platform. Jump over the gap beyond, and continue up the path.



Keep going across the second gap to the valve and the rising platform. Drop onto the platform and then to the ground below. Jump into the hole on the ground.



You slide down a tube to a steam vent, which shoots you to a platform above. However, because you opened both vents in this room, they launch you skyward into an entirely new area.



At the top of the tube, move to the edge, and descend to the ground.



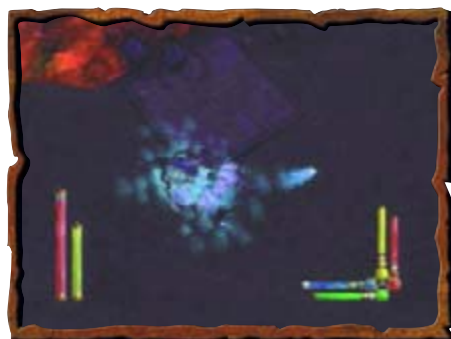
Move to the sapphire. The land you stand on breaks, taking you down a huge lava river to a new part of the Fire Realm.



When you reach the new part, jump to the island with a ladder. Climb to the top.



From here, head to shore near the Save Platform.



Follow the path between the lava pools, fighting the Harvesters. Then travel to the Oracle.



At the Oracle, turn around and bear left. Jump down to the platforms in the lava. Get an Obsidian on a platform to the left. Or go right from platform to platform.



From the last platform, jump to the mainland on the other side of the lava river.



Follow the square tiles to the left until you find a ladder leading down. You must battle a Blaze Sentinel or two, a few Rock Shard Monsters, and a host of Blue Overlords.



Climb down the ladder, or jump down via ledges. Fight through the Blaze Sentinels to the opposite side, and escape the valley via the steam vent.



You land next to a volcano. Go left around it to find another ladder.



Follow this valley to the far side, fighting through Blaze Sentinels. Use this steam vent to escape.

TIP *It's easier to get inside the hut if you run around the hill and climb up the back.*

You end in a heavily populated area laden with Rock Shard Monsters and large Catalisks. Run to the left to find a Save Platform.



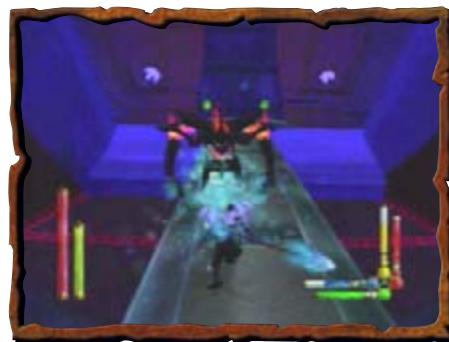
REVISITING EARTH AND FIRE



From there, climb to the small hut on the hill above, and duck down the ladder inside.



Run down the hallway to the elevator and take it down.



At the bottom, go across the bridge, killing three Blaze Sentinels. Walk to the platform at the end.



You see a huge chasm. At your level, small platforms float around. Of the three rings of platforms, the closest and farthest groups move counterclockwise, while the middle group moves clockwise. Jump from platform to platform to reach the central pillar.



Jump to the central pillar. A group of four Bots make this difficult. Kill them and activate the switch.



Jump back across the platforms to the bridge, and run to the elevator. Take it to the surface, and return to the area outside the hut.

TIP *These Bots are stronger than usual. Activate your Electro Shield as a defense.*



The switch you threw drained a nearby pool and opened an iris door inside. Jump into the pool, and go through the door.



Go down the long tunnel, and step out in the maze. This area is filled with large Catalisks.



While you face much combat here, you shouldn't get lost. To quickly leave the maze, take the leftmost passage any time you have a choice. When you see the striped rock, you're near the end.



Slide down the short ramp and pass the Catalisks. Exit using the vent.





Outside again, go through the small space in the rocks behind you. This is above the maze. It's filled with Catalisks and holds a few diamonds.



Run around the lava pool, staying left. Cross the bridge and continue following the path over the second bridge.



Equip your Electro Shield, and run toward the Tesla trees. Scurry between them to the far side, and approach the lava pool.



As you approach the pool, a set of columns is created.



Jump across the columns to the far side. Be cautious of the Lavalars waiting in the pool.



Duck into the hole in the side of the cliff. You fall gently down an air shaft, supported by a cushion of air.



Run down the corridor, and use the zip line to reach the central pillar. You stand above the area where you jumped on moving platforms.



Flip the switch to enable the generator. Walk back to the zip line, and step onto a small platform on the ground in front of you.



A walkway appears. Each time you step on a platform, a new one appears and the one you just left disappears. Follow this path to the elevator, and take it up to the surface.



A Save Platform is just outside the door at the top of the elevator. Use it, and then check out the area, which is loaded with enemies itching for a fight.

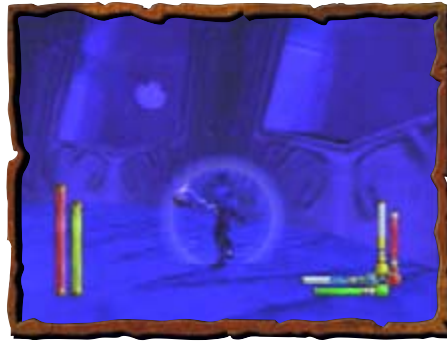


Follow the riverbank and jump to the other side using the column.

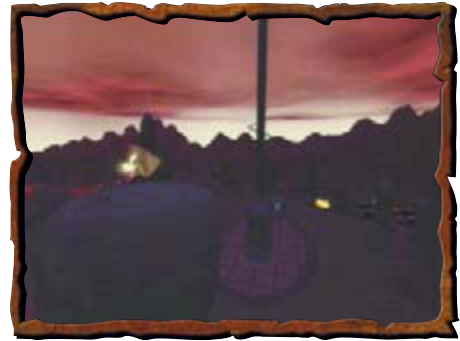
REVISITING EARTH AND FIRE



Fight your way to the entrance in the side of the mountain.



Inside, slide down a long tunnel to a large room. Take the elevator at the center of the room to the surface.



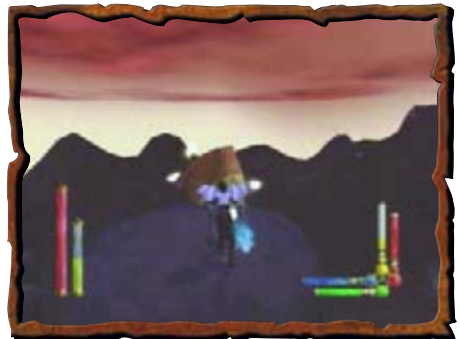
Congratulations! You reached the battle platform. One major battle awaits here, with a piece of the Fire Disk as the prize.



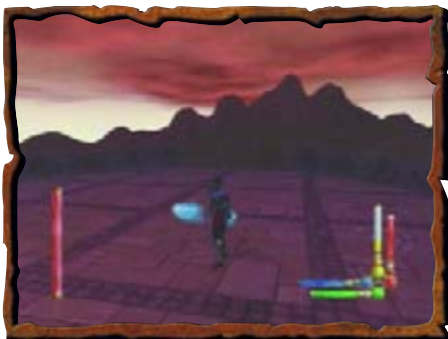
Walk forward onto the platform and get the Obsidian. The platform rises and spins slowly.



Four Blaze Sentinels fly in to attack. This is a tough battle, because it's hard to get in shots without taking damage, but as you start to thin out their ranks, you have a much better time.



After you kill the Blaze Sentinels, use your Jump Shield to reach the piece of the Fire Disk on the high plateau.



Jump back to the battle platform, which starts to descend.



When you land, leave the battle platform, and head toward the left. Drop to the lower ground. You must fight a few Catalisks here.



This is close to where you started in this area. Run toward the river, and find the Save Platform you used when you arrived.





Jump to the large island, and climb the ladder to the top. Turn around and jump to the far side of the river. Run through the cave entrance.



You returned to the previous section of the Fire Realm, where you located your second Air Power. Enter via the metal bridge you passed.



There are several ways back, but this one is quick and profitable. Head to the gap, and jump to the far side. Run down the path toward the valve, but stop when you see a pipe jutting horizontally out of the wall to the right. Step onto this pipe.



Turn left and drop to the bridge below. Run across it and turn right. Follow the path straight ahead until you spot an Obsidian on the distant cliff.



This is tough, but you can do it. Use your Jump Shield to get to the far side of the canyon, and climb to the Obsidian.

TIP Before you attempt this jump, use the nearby Save Platform.

NOTE

If you aren't ready to return, you don't have to yet. The next section begins right here. Leave the mine car, and stay by the Oracle.



Equip your Jump Shield again, and drop to the bridge below. If you are quick, you can use the shield to help land on the solid ground to the right of the bridge.



Use the Silver Teleporter to return to the area near the Fire Realm entrance. Leave by running down the path to the Earth Realm.



In the Earth Realm, go up the mine shaft, run toward the Oracle, and turn right. Take the mine car to the surface and return to town.

Back to the Earth Realm

This time, you journey back to the Earth Realm to complete several important tasks. You move back and forth between different parts of the Earth Realm—with no jaunts to another Elemental Realm. When you finish, you'll have a second piece of the Fire Disk and your second Earth Power.



Leave town and return to the large open area in the Earth Realm. Return to the last mine car you used (closest to the top on the huge ramp), and use it to return to the mining area.



Run to the Oracle and turn right. Follow the emeralds to the drill, and activate it with the fifth drill key.



Descend the ladder and run through the doors ahead to find another large crystal. Strike it with the Smash Power, and listen to the song. The crystal glows purple on the first and sixth notes. When you finish, return up the mine shaft to the Oracle.



From there, turn right and head toward the Save Platform. Fight any Blue Overlords in this area.



Hunt around the area to the back right to find a Fuel Cell to charge your elements.



Notice the large claws that swing past on the cable. As one goes past, jump onto it and ride until it stops.



When the claw stops, jump to the adjacent ledge. You have only a couple of seconds to jump before the claw opens and drops you into a grinder. Grab a key when you land.



Run forward and jump onto the conveyor belt. Turn right and climb over the rocks. Stay on the conveyor belt until the area around you opens up.



Duck under the arch and clear out the area beyond, which contains a few Golems and Blue Overlords and a large number of diamonds.



When you finish, descend the staircase to the left of the arch. Follow this path until you spot the Obsidian on the ledge above. Face a number of Rock Shard Monsters on the way.



To get the Obsidian, climb onto the rocks to the left of the staircase, and use your Jump Shield. Then drop to the stairs.



Backtrack until you are directly over the conveyor belt. Drop to it onto the rock below.



Turn around and follow the conveyor belt to the end, climbing over rocks in your path. From the last rock, jump to the ladder on the back wall and climb to the top.



At the top, turn around and climb the stairs. Take a left at the top, and follow the paving stones to the right until the path ends. Jump to the ledge across from you.



Head to the right up the ledge, then kill the Rock Shard Monster. Get the key behind it.



Turn around and return the way you came. Take the path to the right to recharge your elements by jumping to the Fuel Cell.



Drop to the path below and turn left. Walk to the conveyor belt and drop to it. Turn around, head back to the ladder, and climb to the area above.

Run up the stairs, and climb the ladder to the platform on the large machine. Use the two keys you found to start the conveyor belts. This starts the conveyor belts in the entire Earth Realm.



BACK TO THE EARTH REALM



Turn around and jump to the ledge near the machine. Run into the darkened area, following the gems.



Equip your Jump Shield if you haven't already. Use it to jump to the area near the Save Platform.



Return to the mine car, and take it to the surface.



Leave the mine car, and return to the huge ramp. Take it to the bottom, and step onto the small elevator. This takes you to a sixth drill. Use your last drill key to activate it.



Enter the underground grotto. Walk to the ledge below, and descend the ladder. Battle the small group of Harvesters waiting at the bottom.



Run across the river, and fight through Harvesters and Blue Overlords. Take the large green bridge with the diamonds to find a key.



Return to the riverbank. Turn left and follow it to the now-moving conveyor belt.



As a rock tumbles down the chute, walk onto the conveyor belt. A force field here makes it hard to move, but you can control your speed and direction. Travel to the closest rock, and climb onto the top.



Ride the rock to the end of the conveyor belt. Jump onto the ladder so you don't fall into the crusher. Climb to the platform above.



Step onto the large clear tube, and follow it to the next platform. Fight the Golem here, and descend the ladder when you can.

Get the key and trigger the switch to drop the next ladder. You have all three gear keys (you acquired the first when you raised the Earth Realm tower and rode its elevator).





Climb down this ladder, which takes you to the center of the bridge where you found the first key. Clear out the central island, or leave by returning to the grotto entrance.



Walk up the root to the platform, and then run back to the area outside.



Outside, run to the top of the ramp, and follow the bridge to the tower.



Climb a ladder to the top floor of the tower and go inside. Place the three keys (one from the elevator and two from the grotto) in the three key slots. When you finish, descend a ladder and cross the bridge to return to the huge ramp.



Run straight ahead as if you were going to return to town. Follow the path up the elevator and the climbable wall to the spot with the large gear at your left.



Wait for a scoop to appear and jump into it. This carries you to a small area on the other side.



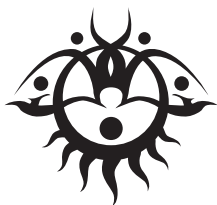
Jump out of the scoop. Walk through the doors to find a third large crystal. Strike it with your Axion, this time using the Lightning Power. The crystal glows blue on the second and fifth notes of the song.



To leave, jump back into a scoop. It carries you to where you entered this place. Return to the huge ramp.



Run past the Save Platform (or use it), and head to the large torch. Turn left down the side path here, and drop to the second gear. Jump into a scoop and it carries you to the other side.



Jump to the ground below as the scoop prepares to drop you. You're in a new area containing conveyor belts.

BACK TO THE EARTH REALM

NOTE

You are in a small section of the area where you turned on the conveyor belts. If you miss jumps in a few places, you drop to an area you investigated earlier.



Jump onto a rock on the closest conveyor belt.



You must act quickly. If you stay on a conveyor belt too long, it will drop you into a grinder. Jump to the second conveyor belt, landing on a rock. Then jump to a rock on the third conveyor belt and turn left.



Just before the rock drops into a grinder, leap to the ledge across from you.



Run to the doors to find another large crystal. Strike it with Whirlwind. On the fourth note of the song, it glows yellow. Return to the spot above the conveyor belt.



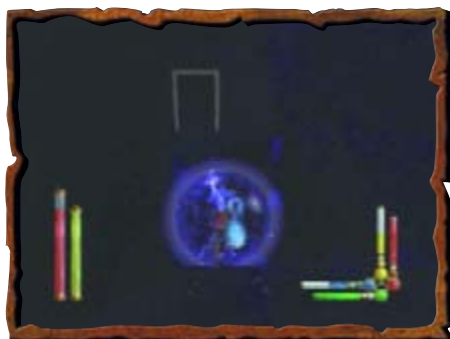
You must quickly complete this: Wait for a rock to near the grinder, then jump to it. Reequip your Jump Shield, and jump to the next rock on the same conveyor belt. Do this before the rock you are on drops into the grinder.



Turn to the left, and jump to the ledge across the gap.



Follow this path to the Silver Teleporter and the Save Platform beyond.



Follow the emeralds through the fire barrier. Continue to the electricity barrier, which requires your Electro Shield to pass.



Use your Fire Shield to light the path. When you spot the Earth Power, jump to it to claim it.





Return the way you came, heading back to the conveyor belts. Jump into the gear.



Head to the mine car, and take it to the conveyor belt area.



Head to the right, and jump into the claw. Take it to the end of the path, and jump to the ledge where you grabbed the key.



The conveyor belt on the other side works now, as does the crusher. Drop onto the conveyor belt to the left of the crusher, and let the force field carry you to the end.



You have some control over your movements. Wait at the end until another claw comes by and float into it.



Let the claw carry you to the end of its path, and jump onto the ledge before the claw drops you into the grinder.



Use your Acid Power to burn through two rocks in front of you.



On the other side is a piece of the Fire Disk.



Turn around and drop to the ground, at the entrance to this area. Run forward and use the mine car to return aboveground. Return to the city and the temple.

Complete Two Realms

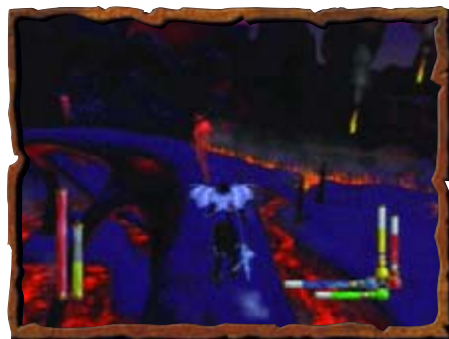
In this section, you spend most of your time in the Water and Fire Realms. You get the third Fragments of the Water and Fire Disks and the third and final Fire Power. You face both the Water and Fire Guardians, completing both Disks and saving these two realms from further destruction.



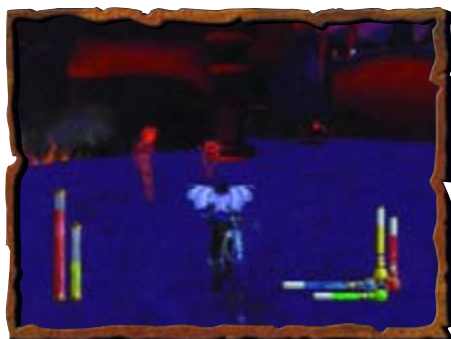
From the city, head to the Fire Realm. Leave the temple by the exit next to the Save Platform, and follow the path down. At the bottom, cross the bridge to the Fire Realm. Remember, this one has a gap in the middle, and Bots guard it.



Continue to the tunnel, and turn left at the first fork. Jump over the chasm and keep moving forward.



In the Fire Realm, turn left at the Save Platform, and jump to the bridge over the lava.



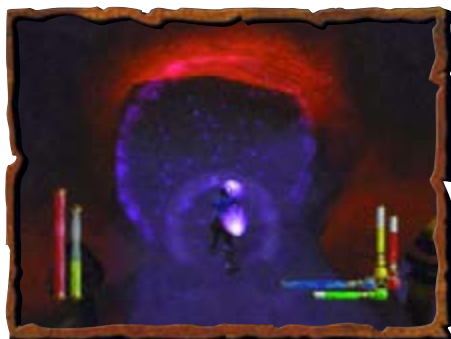
Jump off this bridge on your right. Turn right and head through the door. This takes you to where you got the third key for the Flame Generator.



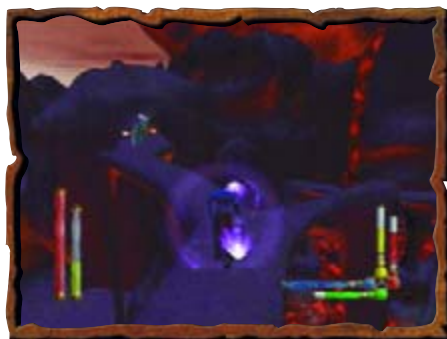
Continue up to the middle level of the Flame Generator.



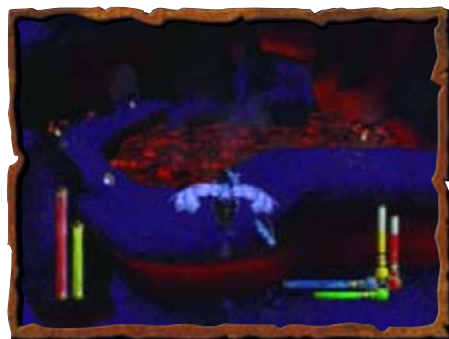
Run to the left and enter the elevator. Ride to the top of the Flame Generator.



Leave the elevator and go straight ahead to the bridge. Use the Smash Power to break through the barrier.



Follow the path to the right to find the third Water Fragment.



Once you have it, turn left and jump to the ledge below. Turn right and find the entrance to this part of the realm. Run past the Save Platform, heading back to town.



In town, go to the entrance to the Water Realm.



Use the Silver Teleporter to take you to the raft. Then swim toward the Ice Islands.



Swim to the central island, and cross the bridge to your right. On the next island, break through the ice blocks to reach the stone ladder at the rear of the island.



Climb to the top, and use the Steam Power to melt the ice block that traps an Obsidian.



Recross the bridge, but stop in the middle and turn to the right. Another Obsidian is on the small disk. Reach it with your Jump Shield. Get it and swim back to the main island.



Past the Oracle, cross the second bridge. Melt the ice block with the Steam Power, and flip the switch to start the Snow Generators (the three disks floating in the water).



Wait for the floating island, and jump to it. Use the second floating island to carry you to the spiral-shaped island.



Run to the top, and cross the bridge to the Save Platform. Continue to the next bridge. Watch out for Bots, which try to knock you into the water.



Fight the Ice Shard Monster, and continue across the third bridge to the next area, which contains another Ice Shard Monster.

COMPLETE TWO REALMS



Flip the switch to freeze the water spray into a bridge. Normally, this would be an ice bridge, but because you turned on the Snow Generators, snow quickly covers it, making it nonslick.



Run across this bridge to the next island. Fight your way up the slope to the right.



Flip the switch at the top to create a second ice bridge. Snow also covers this one, making it easy to walk across.

CAUTION: A spot on this bridge is still icy, so walk carefully.



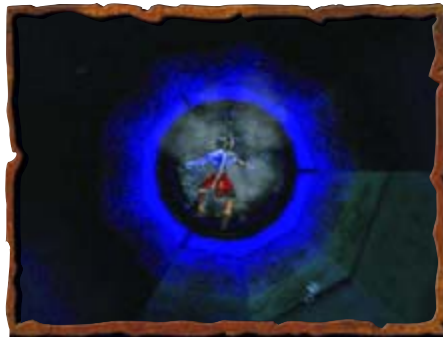
Find the third Fire Fragment on the other side.



Return across this last bridge to the island below. Drop into the center of the island, and use the Steam Power to destroy the ice wall. An Obsidian is on the other side.



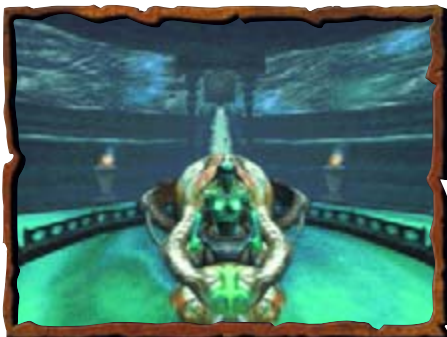
Swim back through the mists to the first part of the Water Realm. Then head toward the misty archway. Keep your eyes trained down to once again look for the deep cavern with the Save Platform.



From the Save Platform, swim up until you find the seal. Because you have the Water Fragments, the seal opens, giving you access to the Water Guardian.



Swim into the tunnel to be carried to the Aquadome.



The Water Guardian is a huge creature at the center of an area that makes it so you can't directly attack her. You must find another way to deal with her.

The Water Guardian doesn't do much right away. Keep moving so you aren't an easy target. Activate the Lava Power to handle the Water Elementals.

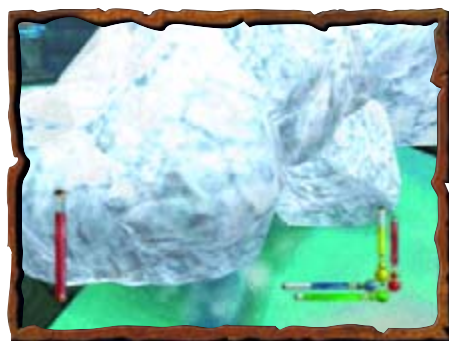




Soon the Water Guardian releases her tentacles. They strike you and the Elementals, but they aim mainly for you.



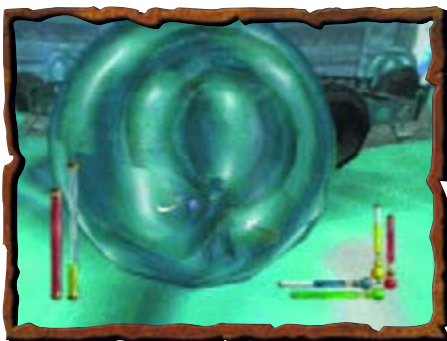
To deal with the tentacles, you must use a combination. First freeze it with the Ice Power.



Then use the Steam Power to thaw it. Continue alternating between freezing and thawing. Do this three or four times for each tentacle.



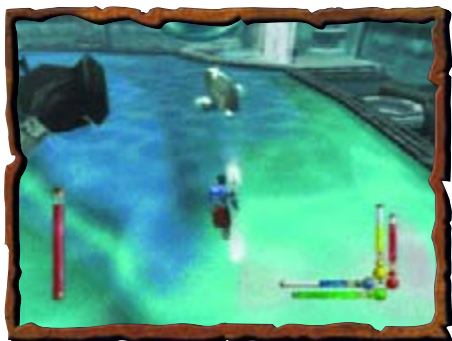
After you freeze and thaw a tentacle a few times, it becomes much shorter. Finish it off and move to the next one.



If you get caught in a bubble, use the Smash Power to escape.



When you destroy the last tentacle, the Water Guardian dies. As she does, she ejects the fourth and final Water Fragment.



When you collect the Water Fragment, you are instantly transported back to the temple on the top floor.



Place the Water Disk in its proper location.

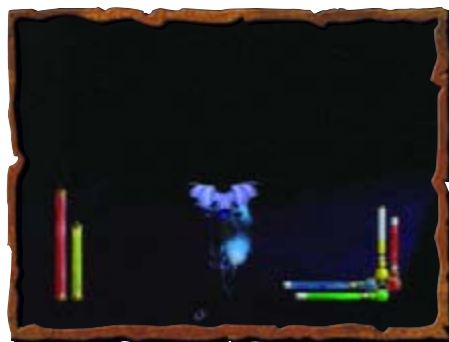


The huge whirlpool in the Water Realm calms, allowing you to swim safely through it.



Descend to the town, and return to the Fire Realm. Jump the chasm and run to the Save Platform.

This time, don't jump to the path on the left. Instead, follow the ramp directly ahead through the doorway. Run forward to a new area of the Fire Realm.



COMPLETE TWO REALMS



Travel to the open area. Some Blaze Sentinels, Bots, and Catalisks are in the vicinity. Check out the Oracle when you can.



Turn right at the Oracle to find the Save Platform and a larger courtyard beyond.



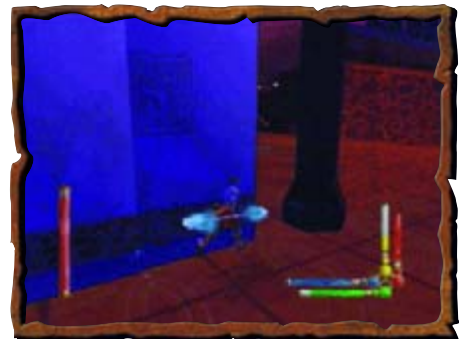
Blaze Sentinels and Catalisks fill the courtyard. A number of gems are worth grabbing as well.



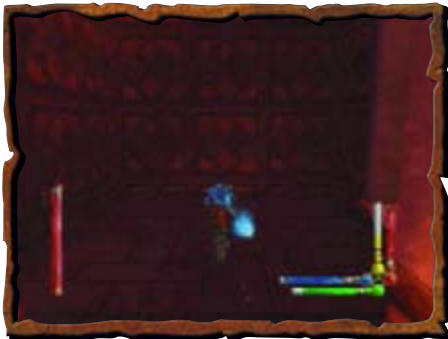
Run to the green rocks blocking the entrance to the fortress. Burn them away with the Acid Power.



Enter the castle and fight Bots and Catalisks. First investigate the ruined area on the left. You find an Obsidian on the ruins.



Go through the door. More Bots and Blaze Sentinels are on the other side.



Enter the large room next to the ramp. Run to the elevator on the other side.



The elevator drops you to the next floor. Some additional enemies dwell in this area, as well as more gems.



Take the elevator up, and jump to the central altar for another Obsidian. You take some damage, but it's worth it.





Leave through the door on the wall opposite the elevator. Follow the staircase around the outside of the fortress.



At the end of the stairs, run to the edge and descend the ladder.



Face a horde of enemies on the ground, mainly Catalisks and Blaze Sentinels.



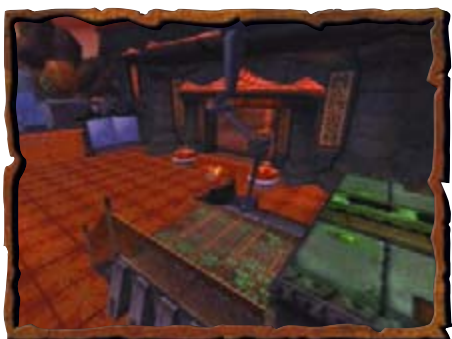
Mount the ramp when you are ready.



Because you have three Fragments of the Fire Disk, a bridge forms, leading you to the heart of the fortress.



A few guards are inside, but nothing serious. Flip the switch at the far end of the hallway.



The switch releases the transport on the other side of the fortress.



Backtrack to where you started this area. Head back to the Save Platform at the entrance.

TIP If you wish, return to the entrance and climb up the rocks on the left. Jump to the fortress wall, and climb to the top. Pick up a few gems and an Obsidian.



When you finish exploring, head to the transport and claim the final Fire Power.

Jump into the transport and turn left. Let it carry you through the upper part of the fortress.



COMPLETE TWO REALMS



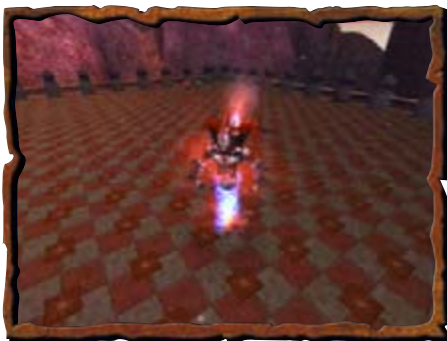
When the transport stops, jump to the ladder on the wall across from you. The transport immediately returns to its starting position, so you must act quickly.



Climb to the top and cross the bridge. Battle through Blaze Sentinels, who should be little more than a nuisance.



Follow the path up the stairs to the roof outside. Find and use the Save Platform, and then run to the ladder on the rear wall.



As you climb the ladder, the Fire Guardian readies for battle.

Your first instinct is probably to attack the Fire Guardian with Water or Ice, but he is immune to both. You can only fight fire with fire. Use the Lava Power to battle, and equip the Ice Shield to protect you from his attacks.



The Fire Guardian has two basic attacks. The first is a long column of flame that tracks you and hits no matter what you do. The second is a ring of fire that surrounds the Fire Guardian.



The Ice Shield soaks up most damage, and you must only strike the Fire Guardian a couple of times before he dies.



Unfortunately, he reappears on another platform.





Jump over the railing to the eaves. Then drop to the second courtyard.



This battle is similar to the first, but the Fire Guardian adds a new attack. This time, he sends out a swarm of flame Shards that swoop and attack.



Again, it takes only a few hits to destroy him. And again, he reappears on a lower platform.



Follow the path through the door and the hallway. Go down the long slide to reach the final platform.



This time, the Fire Guardian brings all his terrible powers to bear. Make sure the Ice Shield is strong, or these flame strikes inflict full damage.



When you kill the Fire Guardian the third time, you kill him for good. He drops the final piece of the Fire Disk.



Pick up the Fire Fragment, and return to the temple. Put the Disk in its proper place. You have saved two realms.



Take the elevators down. If you have enough Obsidians, grab a new power from the museum. Save your position in the temple.



The Start of Air, the End of Earth

You completed two realms, and you did a lot in the Earth Realm, but you still haven't found the entrance to the Air Realm. You will, but you have work to do in the Earth Realm first. This is a long, difficult section, but when you finish, you will have found one entrance to the Air Realm, enabled another, and defeated the Earth Guardian to complete the Earth Disk.



You start in the Earth Realm, which you haven't seen much of. Go here from town, and head to the large central valley. Climb the ramp to the third gear you repaired at the top of the tower. Jump into the gear to proceed to the next area.



You must turn on the transporters and the huge beam that carries you to the main part of the Earth Realm. When you do so, you also receive the third piece of the Earth Disk.



If you wonder why you haven't seen many Norehts, wonder no longer. This entire area is laden with them. There are Harvesters, Blue Overlords, Rock Shard Monsters, and a Golem or two.



Run along the path to the Oracle and Save Platform. Instead of going through the massive doorway, go left to the green rock. Destroy it with the Acid Power, and claim the Obsidian behind. A Golem guards the area.



Return to the Save Platform, and head through the massive doorway.



In the hallway, a massive crystal hangs from the ceiling. Don't worry about it—you'll come back to it soon. Run around it to the area beyond.



Follow the bridge to the tree in the middle. Go right to the broken bridge, and jump to the other side.



Keep going forward. Beyond the Rock Shard Monster is a climbable wall. Scale it to the top.



Run forward to discover the first spotlight. Walk onto the platform to activate it.



Access the controls and move the spotlight so it shines on the red globe to the right. A symbol appears in the small tube to the left, indicating that you activated this first globe.



Return the way you came, climbing down the wall. Run back to the broken bridge, and jump into the water below.



Check behind the pillar that supports the bridge you jumped from to find an Obsidian.



Explore the water and the land above for gems. Fight a few Sleeth, but you shouldn't have any trouble.



When you finish, return to the water. Find the shaft of light, and swim up into it. Use vines here to climb back to the tree.



At the tree, use the zip line to drop to the doorway below. Destroy the door with Acid Power, and move into the next area.



At the end of a short corridor is a wall with vines. Jump to the vines, and climb to the top. Turn around once you are on safe ground.



You must climb three more walls like this one. Each time, jump across the chasm to the vines to reach the next higher ledge.

At the top, you are next to the second spotlight. Activate it.



THE START OF AIR, THE END OF EARTH

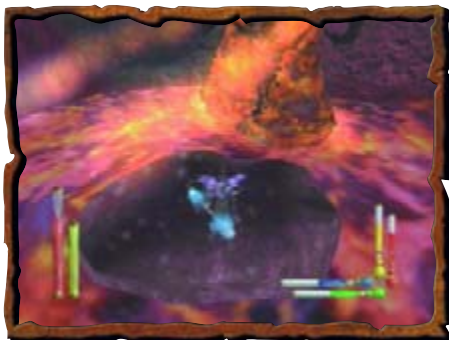


Access the spotlight controls, and shine the beam on the red globe to the right. Again, a symbol appears in the short tube on the left. Make sure both symbols appear before moving on.

CAUTION: Be extremely careful when you leave this platform. A misstep will send you plummeting down the chasm.



Go through the fire barrier and down the short path to the end. Drop to the ledge below to claim another Obsidian.



Jump across the lava river with the Jump Shield. Rest on the island in the center, but not too long. Lavalars are in the river, and they knock you into the deadly lava if you wait too long.



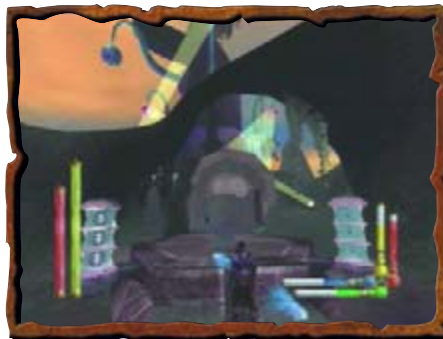
Run through the next area past the Norehts and Rock Shard Monsters. Head for the fire barrier.



Go through the barrier, and leap to the steam vent on the other side. Jump into the vent, and climb the vines along the back wall.



You stand near the third spotlight. Run to it and activate it.



Aim the spotlight at the red globe on the right. A third symbol appears in the tube on the left. When all three symbols appear, the transport beams activate, giving access to the upper area.



Return the way you came, down the wall and through the fire barrier. Beyond the barrier, turn left and jump into the transport beam, which conveys you to a bridge above.



Turn right and exit the beam. Run off the bridge, and follow the path until it ends. Jump across the gap using the Jump Shield.



Some Rock Shard Monsters are on the far side of the gap. Fight through them to find the fourth spotlight.



Activate the spotlight and access the controls. Shine the beam on the red globe to the left, which is already illuminated.

TIP *Lining up the fourth and fifth spotlights is difficult, because you don't have the help of the symbols in the left tube. To ensure that you set the spotlight correctly, make sure you cannot see the beam traveling beyond the globe.*



Return the way you came, jumping over the gap. Run around the transport beam, and continue until you find the Save Platform.



Proceed past the Save Platform, following the main path. Run toward the steam vent, but stay to the left.



After you take the left fork, take another left and find the fifth spotlight. Run to it and activate it, then access the controls.



Shine the spotlight on the red globe to the right.



Return to the main path and turn left. You are on a higher ledge, and you pass the first spotlight below on the left.



Run around the transport beam and through the Rock Shard Monsters. Keep your eyes left to find the sixth and final spotlight.



Access the controls and shine the spotlight on the blue globe to the left. A symbol appears in the tube on the right when you correctly center the spotlight.



Return to the first spotlight. Backtrack to the area above it and jump down.

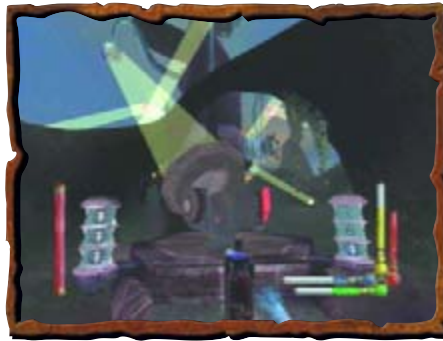
Access the controls and move the spotlight beam to the blue globe on the right. You see an accompanying symbol in the right tube.



THE START OF AIR, THE END OF EARTH



Now get to the third spotlight. Climb down the wall, and backtrack to the broken bridge. Jump over it and run to the opposite side of the tree. Run across the bridge to the fire barrier on the left, and go through to the steam vent that takes you to the third spotlight.



Access the controls and move the spotlight beam to the blue globe on the left. A third symbol appears in the blue globe to the right, indicating that the blue transporter beam is active.



Head down the wall and through the fire barrier to the transport. Take it up.



Go left at the top, and run to the Save Platform. Again, follow this toward the steam vent, but stay to the right, running to the steam vent itself.



Jump into the steam vent. It hauls you into the blue transport beam, which carries you toward the entrance to this area.



As you near the exit, you pick up the third piece of the Earth Disk.



The beam transfers you to the top of the tower at the heart of the valley. Run across the bridge to the huge ramp and head down.



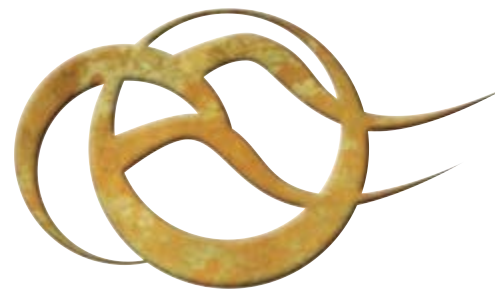
Run to the same gear wheel, and jump in to travel back to the area you just left.



Head forward to the giant crystal to unlock the secret of this device.

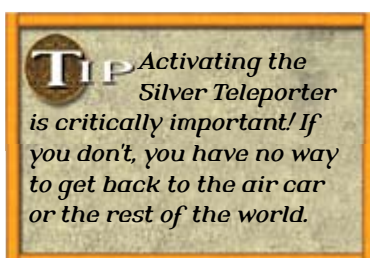


You found the four crystal rooms throughout the Earth Realm. If you struck each crystal with the appropriate weapon, you have everything you need to solve this puzzle. Strike the crystal with the right weapons in the right order, which is given by the notes of the song you heard for each earlier crystal.





The correct order is as follows: Smash, Lightning, Lava, Whirlwind, Lightning, Smash, and Lava. Once you strike the crystal in this order, the massive blue doors in the tree ahead open.



Go through the opened doors, and climb the steps to the platform. Walk onto the air car to travel to the Air Realm.



When you land, walk down the ramp to the area outside. Activate the Silver Teleporter.



Walk around the platform to the other side. Many Blue Overlords and a few Golems are here. For the first time, you encounter Taculas.



Run to the gap in the outer fence behind the Oracle, and jump into the fan. The air currents transport you high into the tree, safely depositing you on a high branch.



Proceed forward to the diamonds then turn left. You see a pool far below. Step off the branch, and dive into the center of the pool. If you miss, you die instantly.



Leave the pool, grab the emeralds, and jump to the pool below.



Climb out of the water, and activate the Jump Shield. Jump to the yellow platform with the Carrier Birds.



From here, jump from platform to platform, heading up the side of the tree. You can climb the platforms with vines hanging from them if you jump to the vines.

The platforms without vines are dangerous. If you stand on them too long, they break apart, sending you plummeting to the ground.



THE START OF AIR, THE END OF EARTH



At the end of the platforms, jump into the fan to float higher.



Step off at the top, and run to the ladder against the trunk of the tree.



At the top, climb onto the platform, and see an Air Elemental for the first time.



Step onto a rotating arm, and walk to the end.



When you come to the large tree branch with the hole, jump off and climb to the ground below.



Run down the corridor to the area outside, fighting through the Air Elementals. Climb the ladder to the switch, and flip it to open one of the huge flower blossoms.

Climb down the ladder, and reenter the hole in the tree branch. Climb the ladder in this area to find a multicolored globe, which replenishes all your elements. Wait here until a rotating platform goes past.



Jump onto the platform, and ride it to the flower blossom you opened. Jump into the flower, collecting the key.



When you jump down, you journey back to your starting position, and the game saves automatically. Run to the elevator, take it down, and make an immediate left to the first lock. Place the key here, and you are sucked into a tube.





The tube transports you to the top of a large vent.



Again, you face a series of platforms to climb and jump to. Follow them to a higher branch.



Run around the ledge to the second switch. Flip it to open a second flower blossom.



Run to where you jumped to get here. Leap to the platform to the left, and follow these to the flower at the end. Jump in to collect the second key and return to the start position.



Again, run forward and descend in the elevator, but go right this time. Pass the first lock, and go to the one at the back. When you place the key in the lock, you are drawn up by a huge tube.



As you near your destination, you grab the first Fragment of the Air Disk.



Drop to the tube below. Walk along it until you can drop to the branch below.



Jump over the fan to cruise higher up the side of the tree.



Wait for a rotating platform. Jump to it and ride to the third switch.



Wait for another platform. Jump onto it and let it transfer you to the third flower. Jump into the flower to collect the third key. For the third time, you proceed back to your starting position.

You have a few options. You can place the third key if you wish. If you do this carefully, you avoid being pulled into the tube. You can also turn around and return to the air car, which bears you to the Earth Realm.



THE START OF AIR, THE END OF EARTH



Don't despair if you are sucked through the third tube. Jump to a rotating platform.



Wait until you pass the small branch with the Silver Teleporter. Jump over and step into the Teleporter to travel back to where you started. Get into the air car to return to the Earth Realm.



Head up the huge ramp. Enter the mine car near the top, past the Save Platform.



The mine car leads to the conveyor belt area. Run to the Save Platform, and jump onto a claw as it passes to the right.



Ride it to the end, and jump onto the ledge when it stops. Run toward the conveyor belt, and jump into the force field to the left of the crusher.



Ride this to the end, and jump onto another claw. Be ready to move quickly.



After the claw passes the fiery area, it crosses a desert with Rock Shard Monsters and an Obsidian. Drop off of the claw.



Slide down the slope to battle the Rock Shard Monsters and claim the Obsidian.



When you finish the battle, hop onto the conveyor belt, and let the force field carry you to the rocks blocking the path. Climb onto these rocks and spot another Obsidian.



Use the Jump Shield to reach the Obsidian, then drop into the force field to progress.

This conveyor belt ends at a rock crusher, so you must get off. Keep the Jump Shield equipped, and move to the side when the force field ends. You are back at the starting position for this area.





Run to where you grabbed the first claw, and drop to the ground below. Turn right and descend the darkened stairs.



Run to the Silver Teleporter and activate it. If you activated the other Silver Teleporter, you travel to the rear part of this area, which you accessed earlier through a gear.



You arrive at the entrance to the Earth Guardian's domain. Walk along the bridge toward the seal that releases him.



If you jump to this pillar, you find an Obsidian on the backside.



You can also pick up one more Obsidian. Go through the fire barrier, and check under the stairs.



Break the seal and enter the Earth Guardian's lair.



Go through the door that opens and down the darkened corridor. The Earth Guardian waits on his central pagoda.



You can't directly attack the Earth Guardian. Like the Water Guardian, you must attack parts of his lair. Start by heading to the left.



The Earth Guardian attacks by hurling boulders. Some are Rock Shard Monsters, which attack as soon as they can.

THE START OF AIR, THE END OF EARTH



Also watch out for whirlwinds that cross the landscape. These pick you up and hurl you into the sky, often away from where you want to go.

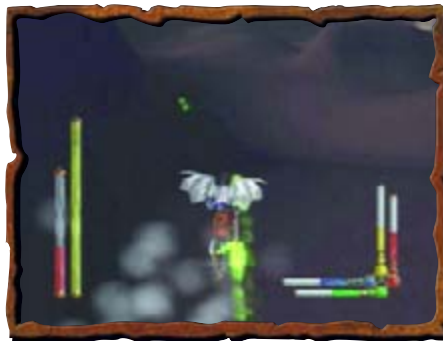
TIP Jump into a whirlwind if many enemies attack. If the Jump Shield is active, use it to cover a lot of ground without the Earth Guardian's minions attacking.



Your goal is the wind machine, which is currently blocked by rock. Destroy the rock with the Acid Power.



After you do so, the sands shift and the Earth Guardian is hurt. Run toward his pagoda, but bear left toward the second wind machine.



Destroy the second rock to release the second wind machine. Turn and run toward the green Carrier Birds.



Avoid combat as much as possible. If you try to fight the Earth Guardian's minions, they surround you and pummel you into submission. Try quick strikes on the rocks and an even quicker retreat. The third rock is directly ahead, past the green Carrier Birds.



Turn and run toward the pagoda, then go left to find the fourth rock.



Climb the hill near the rock, and use the Jump Shield to get to it for a quick hit.



After you destroy the fourth rock, the Earth Guardian is still active for a short time. Keep running and avoiding his creatures.



When you defeat the Earth Guardian, his creatures are defeated as well. Head to the pagoda to claim the last piece of the Earth Disk. You are transported to the top of the temple.

In town, place the Earth Disk where it belongs. You finished three Disks, and you are ready to complete the Air Disk.



Completing the Air Realm

You completed three realms, but you only scratched the surface of the Air Realm. Now attack that realm in earnest. Visit three other sections of the realm, and face the Guardian at the end. When you finish, you have all the powers, and you are ready to add to your Obsidian collection and hunt for the third piece of the Life Disk.



Go to the entrance of the Water Realm. With the new Air Power, get the Obsidian on the island near the beach. Swim toward the Airship, and descend underneath it to find a second Obsidian in the hole on the ocean floor.



Swim to the surface, and clamber onto the lower dock area. Climb the large ladder to the top of the dock.



Run into the Airship, which automatically takes off.



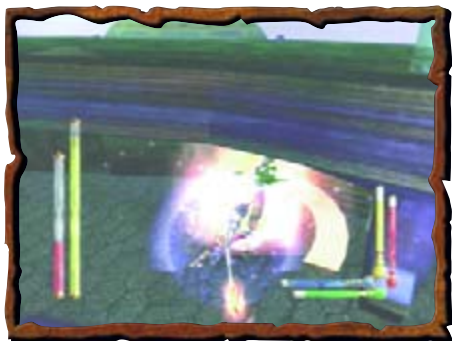
You soon discover why—Balthazar is here!



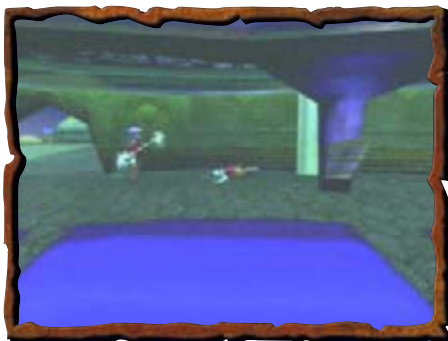
Balthazar tells you to leave him alone. He looks even more degraded now that he was in the clutches of the Death Guardian for so long.



You must fight him. This is a tough battle, because Balthazar shifts his shield to be effective against whichever weapon you currently use.



Switch your weapon to something different before striking. For instance, if Ice Power is currently active, switch to Lava Power just before swinging.



Eventually, you knock him down, and the Airship docks in the Air Realm.



Run past the Oracle, and cross the long bridge to the building.

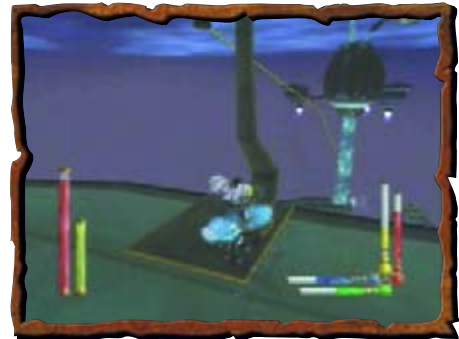
COMPLETING THE AIR REALM



Run around the exterior until you find the switch. Flip it and run into the structure.



Hop into the elevator car, and ride it to the next level.



Repeat the process. Leave the elevator and head to the exterior. Flip the switch and return to the elevator to ride to another story.



On the top level, the process is the same. Leave the elevator, click the third switch, and return to the elevator. This time, drop one story to the middle level.



Step out of the elevator, then turn and jump back in. You return to the bottom level. Leave the elevator and go back to the switch.



Use the zip line to cruise to the water chute below, which deposits you in a pool.



Climb a ladder to reach the central structure. Six switches are here, each a different color.



Turn on the red, yellow, and green switches, which allows you to travel down the other two water slides.



Head to the outer rim of the pool, and jump on a fan. This transports you to the lowest building with the central elevator.



Take the elevator to the top floor. Get out and reenter the elevator on the middle floor.



Run to the switch, and take the zip line to another water slide.



This slide is treacherous. Stay to the left so you aren't hurled out on a sharp turn.



As you enter the bottom pool, you grab a piece of the Life Disk.



Jump into a fan to float again to the lowest level of elevator buildings.



Take the elevator up one level. Run to the switch, and use the zip line to fly to the middle water slide.



Again, the slide is treacherous. Stay to the left to avoid being hurled out. As you near the pool, grab the third and final Water Power.



Use a fan to take you to the lowest elevator building.



Your work here is done. Take the long bridge to the Airship, and travel to a new location in the Air Realm.



Go to the Oracle. Enable the Jump Shield, and cross the gap to the Gold Teleporter. Use it to reach the main area of this section of the Air Realm.



Break through the fire barrier, and go down one of the large holes. You drift gently to a fan, which launches you skyward.

TIP Do not collect the gems on the three arms that stick out from this area!



From your landing point, equip the Jump Shield again, and get to the central island with the Air Elementals.



Move to the center of the island, and use the Steam Power to enable the huge fan.

COMPLETING THE AIR REALM



Jump to the small disk in the middle of the fan. You slowly float to the floor below.



You are now immediately above the Gold Teleporter. Find and activate the cannon, which is just past the Save Platform.



Use the cannon to shoot the ice off the nine platforms rotating around the central island. A single hit destroys the ice.



When you finish, look through the transparent floor. Step off and land on one of three jutting arms that stick out from the lower floor. Run to the end and collect the gem.



Wait here until a deiced platform comes near and jump to it.



Ride the platform until you approach the floating island. Jump to it, turn, and leap to the ladder hanging from the island above.



Climb to the top of the ladder, and fight the waiting creature. There are a couple of Taculas, an Air Elemental, and a Bot or two.



Descend the ladder in the hole in the center of the island. Go all the way to the bottom.



Stay here until a platform at the end of a moving tube comes to you. You automatically jump down.





This swinging tube platform hauls you to a new area, filled with Air Elementals. Fight through them to the fan opposite from where you entered.



Melt the ice block to activate the tube.



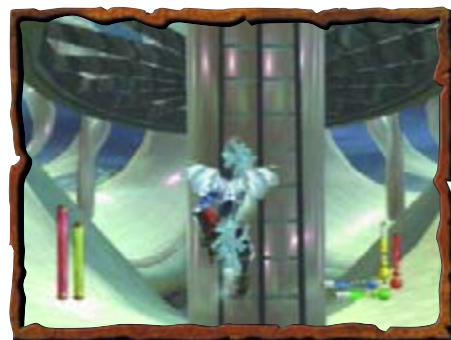
Step into the fan to drift up the tube you just set in place. When you stop floating, run forward and jump down. You are over the first giant fan you fixed. Float gently down to the elevator platform, which takes you to the area with the cannon.



Repeat this process two more times, once for each of the other two tubes. Each time, jump to a projection that still contains a gem to keep track of which ones you haven't done.



With all three tubes connected, you activate a huge fan in the center of the area.



Let the tube transfer you to the middle, but don't drop down the hole this time. Climb the ladder to the giant fan.



Jump into the huge fan. You float up a short distance, just enough to grab the third and final Air Power.



TIP *If you let the fan carry you all the way out of the central hole, get to the platform and grab the Obsidian there.*



After you collect this power, you again drop slowly to the elevator platform in the middle of the first giant fan.



Drop onto any projecting arm on the floor below. Go back through the fire barrier, and step on the Gold Teleporter.

Reequip the Jump Shield even if it's already active. Use it to jump to the small rock that holds a piece of the Air Disk. When you have it, fly back.



COMPLETING THE AIR REALM



Return to and activate the Airship, which transports you to the dock area of the Water Realm. From here, head to town and return to the temple.



First, go to the Earth Realm, but don't use the Silver Teleporter. Head through the doors, and climb the back wall.



Go through the next room, heading left to the fire barrier. Break through it and go straight ahead. Leave the next room through the doorway to the left.



Equip the Electro Shield, and run up the ramp to the immediate left as you enter this room. You must have the highest level Electro Shield to get through the barrier.



Stay on this causeway to grab the third Air Disk Fragment. Jump off the end to grab an Obsidian.



From here, return to the large valley. Descend the ramp to the open area on the left with the gear. Jump into the gear to return to the section with the spotlights and air car.



Take the air car to the Air Realm. If you haven't placed the third key, position it in the lock on the right to go to the lair of the Air Guardian. If you already did so, use the Silver Teleporter.



Use a rotating platform to reach the central building. Step over the seal to open the path to the Air Guardian's lair.



Walk through the door, and get on the air car.



It takes you out of the treetop to the Air Guardian's realm. When you arrive, blocks of ice surround you.





Break through the ice using the Steam Power. You reveal a few Catalisks on the opposite side, but you also find a couple Obsidians. A Save Platform is also here.



On the island, you see three sets of small islands and three pathways leading away. Look for the green path lined with emeralds, and follow it to the top through Catalisks and Taculas.



On the large island at the end, fight through Catalisks and Air Elementals, then look around.



To one side, you see a small floating piece of land. Equip the Jump Shield, and leap to it to claim the third and final Earth Power. You now have all the Elemental Powers.



Turn to the right to see a set of similar islands. Equip the Jump Shield, and jump from island to island. You need the full Jump Shield to make each jump.



As you approach the end, grab another Obsidian.



Keep going. On the last island, use the Gold Teleporter.



The Gold Teleporter takes you to an island high above the green island. Grab the Obsidian.



Another island is below. Drop to it and then drop to the ground. You're back where you jumped to get the third Earth Power. Walk down the long walkway to the central island.



Now that you have all the Elemental Powers, locate the three keys needed to open the Air Guardian's area. Find the series of islands that lead to a small island filled with Tesla trees.

NOTE

Get the keys in any order.

COMPLETING THE AIR REALM



Jump from island to island, using the Jump Shield and fighting off Taculas. Once you reach the island with the trees, equip the Electro Shield.



Run into the middle of the trees to grab the blue key. Use the Jump Shield to follow the path of islands back to the central location.



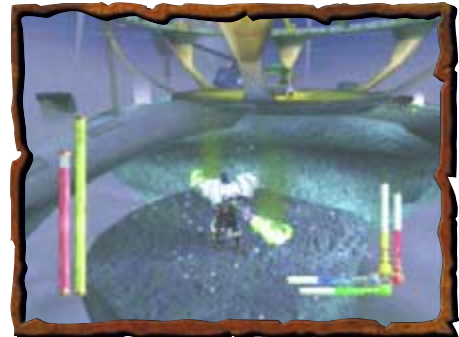
From there, find the next series of islands. These lead to another small land mass, this time with green rock.



Follow the series of islands to the end. At the bottom, fight a couple Air Elementals before destroying the rocks with Acid Power.



When the coast is clear, destroy the rocks to reveal an Obsidian and the green key.



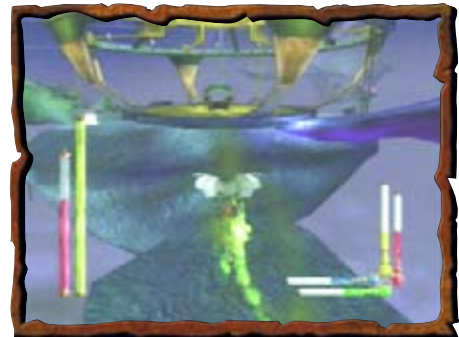
Return to the central island by way of smaller islands and the Jump Shield.



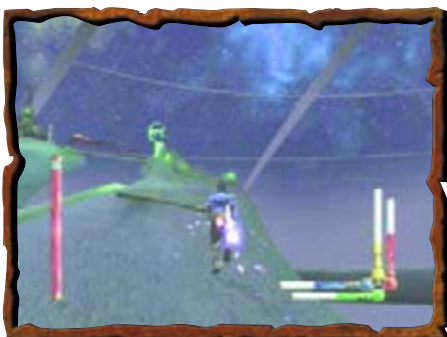
Only one set of islands remain: the ones ending in the larger island with the fire barrier. Head there next.



At the bottom, take out a few Fire Elementals, and go through the fire barrier to get the red key.



Return to the main island, again using the small islands and the Jump Shield.



You now have all the keys. It's time to use them. Return up the long path to where you got the third Earth Power.

NOTE

As with the keys, visit each of three outlying islands and activate the lasers in any order.



Insert the key into the lock to start the green laser.



Activate the controls of the green laser. Three small spheres are on the platform above the central island. Aim the laser at the leftmost sphere. It turns green and a huge green beam appears over the center of that island. Return to the central island.



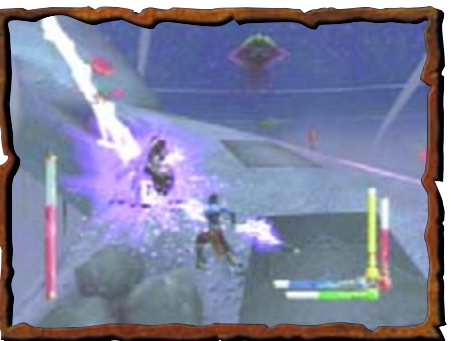
Head to the blue pathway lined with sapphires. Fight through Catalisks and Taculas to the large island at the end.



Run through the tunnel, and use the blue key in the device, activating the blue laser.



Leave the tunnel and go left to the blue laser. Access the controls, and steer the laser so it shines on the leftmost sphere. The sphere turns blue, and the central beam turns aqua. Return to the central island.



You haven't yet taken the gray path lined with rubies. Take it now. Fight some Catalisks and Taculas along the way.



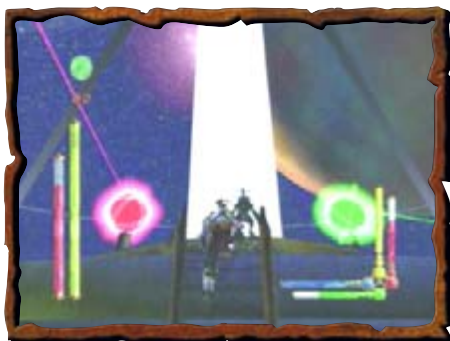
At the top are a couple of Air Elementals and Catalisks. Eliminate them all before proceeding.



Insert the red key in the device to activate the red laser.



Turn on the red laser, and move it so it strikes the leftmost sphere. The sphere lights up, and the beam turns a bright, shimmering white. Return to the central island.



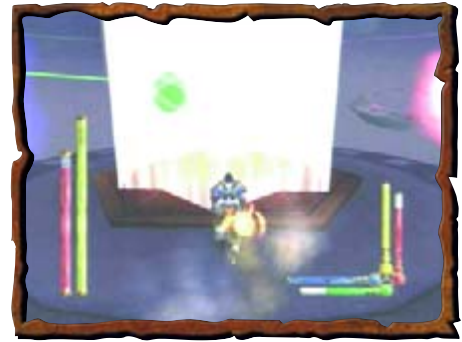
By activating the three lasers and shining them on the spheres, you opened the gate to reach the Air Guardian. Climb a ladder to the platform above.

COMPLETING THE AIR REALM

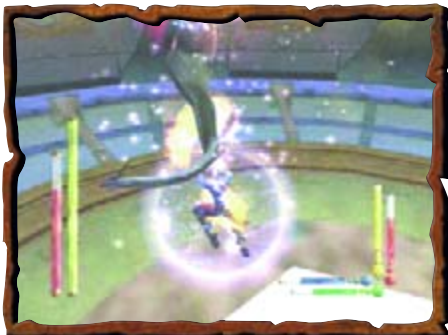


As you reach the top, three Gargoyles attack.

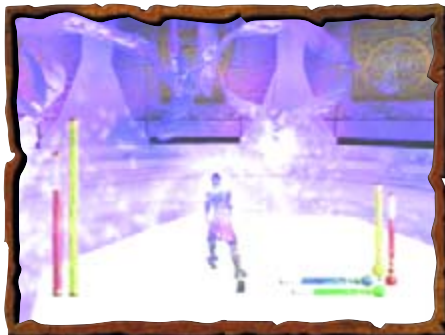
TIP *Because you don't have much room to maneuver, descend the ladder to fight the Gargoyles.*



Enter the beam to float to the area where the Air Guardian waits.



The Air Guardian is tough because she flies. You often must jump at her to get a good shot.



The Guardian frequently spins quickly and disappears. When she returns, she often brings a group of Air Elementals. While you probably want to concentrate on the Guardian, fighting the Air Elementals keeps them from harassing you.



She also sometimes returns with one or more clones of herself. These clones attack with Lightning just like she does, but defeat them with a single hit.



To beat the Air Guardian, you must simply attack her when you can. Fight the Air Elementals when they appear. Otherwise, head straight for the Guardian and don't give up.



With enough damage, she drops and reveals the fourth Air Disk Fragment.



Grab the Fragment, and you return to town. You completed four Disks and four realms. It's time to hunt down some Obsidians and take care of the Life Realm.



The Great Obsidian Hunt and the Life Realm

You have accomplished much. You possess all of the Elemental Powers at their highest strengths, you rescued four realms, and you found two pieces necessary to fix the Life Realm. But you still have much to do. Greatly increase your power by adding to your Obsidian total, and enter the Life Realm to repair it. Many Obsidians you haven't claimed yet were impossible to get without the full Elemental Powers, while others are simply easier now.

NOTE

Claiming every remaining Obsidians is not necessary, but we recommend that you get at least 60, but you do not need all 100. If you don't wish to find them all, once you have 60, skip forward to the sections on finding the third Fragment of the Life Disk.



You should currently have between 50 and 60 Obsidians. Any more you get, add to your power, but they aren't necessary for success. However, you should get at least 60. Start by heading out of the temple to the three-story house across from the training room. You may have missed an Obsidian on the third-floor balcony.



You should have most Obsidians from the four Water Realm areas, but you may not have acquired a couple in the Ice Islands. Barnacles guard the first in an underwater cave next to the central island.



The second is on a Snow Generator. You should have no trouble getting it with the Jump Shield.



In the Earth Realm, the first Obsidian is in the grotto on top of the tube near the entrance.



There's also one in the ice cave by the first mine car. From near the mine car, jump with the Jump Shield activated to the ledge with the Obsidian.



In the Spotlight area, find two more Obsidians. Follow the path you took the first time to the lava river between the second and third spotlights. Look left to see a fire barrier. Go through it for another Obsidian.



THE GREAT OBSIDIAN HUNT AND THE LIFE REALM



Continue to the steam vent you used to claim the Disk Fragment. Instead of jumping into the vent, use the Jump Shield to fly to the distant ledge. Walk across and drop down to claim the Obsidian.



A couple you may not have are still in the Drill area. Take the mine car down to find the green rock. Destroy it for another Obsidian.



The next Obsidian is more devious. Return to the temple area where you found the second Fire Power. Run toward the fire barrier, but look right for some vines.



Climb the vines to the small ledge. Walk to the next set of vines and climb up. The Obsidian is over the temple's entrance.



When you have at least 60 Obsidians, return to the temple, and collect the second key.



This key opens another town area. Go to the bottom of town, and look for a broken bridge to the right of the lava fall.



Use the Jump Shield to cross the gap. Get the Obsidian from the left niche.



Place the key in the lock to open the door. The room beyond is like the Health room you unlocked, but this one endlessly replenishes your fuel. Return to town by crossing the bridge halfway and using the Jump Shield to reach the bridge section against the wall. Climb it like a ladder.



In the Fire Caverns area of the Fire Realm, run down the ramp, and go left to get an Obsidian. Follow the narrow ledge to the rock, and destroy the rock with the Acid Power.



Return to the starting position, and jump to the ledge. Use the Jump Shield to reach the Obsidian over the doorway across the lava river to the right.

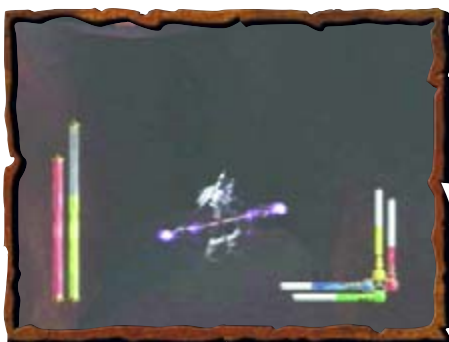




Another key is hidden in the maze. Follow the path through the maze until you find the multicolored Fuel Cell. Descend the spiraling ramp to the narrow tunnel, and follow it to the winding stairs. The Obsidian is under the stairs.



In the Volcano area of the Fire Realm, find the third Fragment of the Life Disk. Enter and follow the same path you took the first time you were here. Head past the Silver Teleporter, climb the ladder, then go left to the narrow bridge.



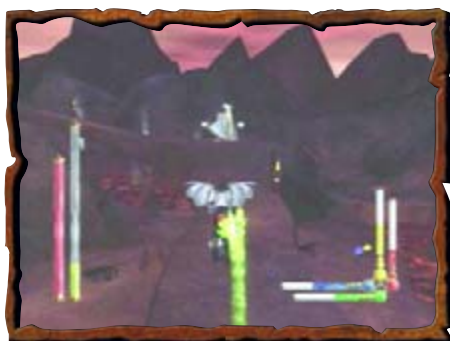
Follow the path to the hole in the ground. Equip the Jump Shield, and leap over the hole to the rising platform.



Hop off at the top, and run up the path. Cross the bridge, stopping when you reach the gap.



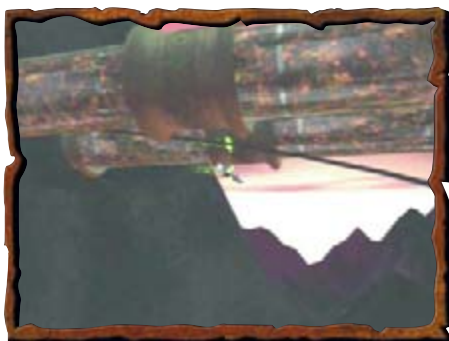
Drop to the left, and pass the Save Platform. Destroy the rock, and run into the cave.



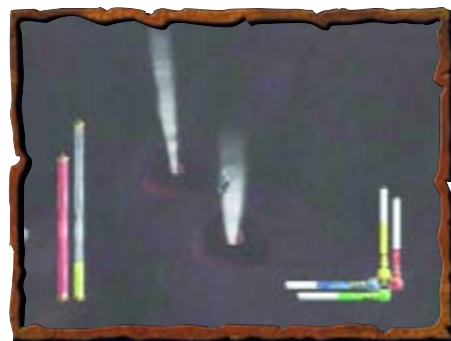
The third Life Disk Fragment is on the catwalk. Claim it and continue to the end of the catwalk.



Follow the path to the steam vent.

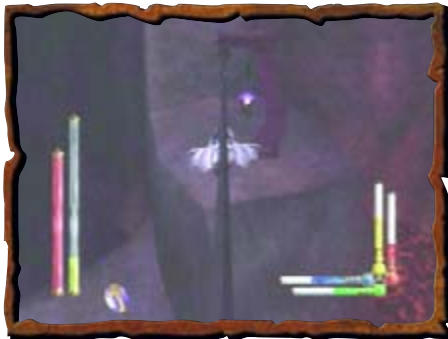


When you drop onto the steam vent, you go down instead of up. Don't worry, though, because you latch on to a zip line.



The zip line drops you onto a series of steam vents. Let them carry you to another zip line.

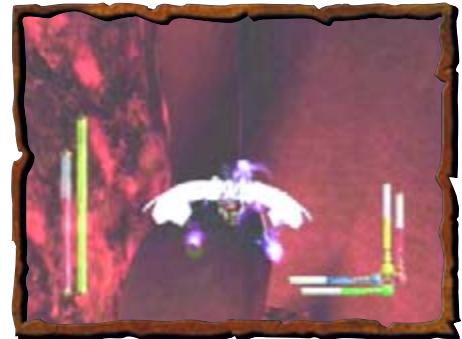
THE GREAT OBSIDIAN HUNT AND THE LIFE REALM



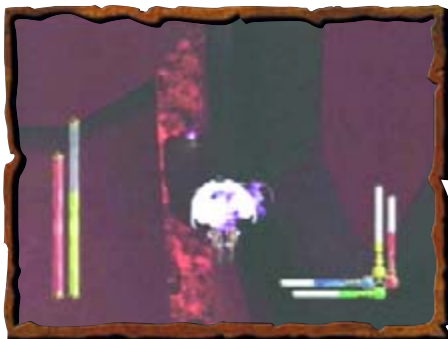
Take the zip line to find the last Obsidian in this area.



Drop off the ledge to the left, and run through the Rock Shard Monsters. Enter the small cave on the left to return to the ladder just past the Silver Teleporter.



A number of Obsidians are still in the Tesla tree area of the Fire Realm. The first is on a ledge in the lava waterfall left of the entrance. Jump to the ledges opposite.



Continue through the level as you did the first time to find another Obsidian on a small ledge to the right of the path that leads to the first steam vent. You need the Jump Shield to reach it and return.



Continue to the place where you found the second key, at the rear of the area filled with Tesla trees and Rock Shard Monsters.



Look to the right to see an Obsidian on a ledge at the top of the lava waterfall. Use the Jump Shield to reach the ledge just under it and then the Tesla trees.



From here, jump over and climb to reach the Obsidian.



Two more are in the Battle Platform area of the Fire Realm, the first in the Catalisk-filled maze. It's easier to spot from above the maze. Drop to the shelf to get it, then drop into the maze, following it out.

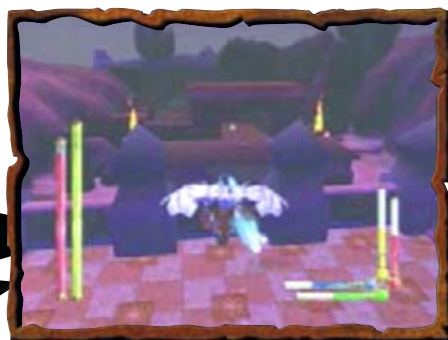
TIP To leave the maze from here, drop to the ground, and look under the ledge. Turn right and run through the doorway. Follow this to the entrance to the maze, then turn around, taking every left turn to get out.



The other Obsidian in this area is to the right of the Save Platform where you first arrived. A group of Catalisks guard it.



Two more Obsidians are in the Fire Guardian's area. Use the car to get both.



Take the car to the end, and follow the path to the ladders you climbed to reach the Fire Guardian. Look over the railing at the fortress's entrance.



Use the Jump Shield to reach the top of the gate and get the Obsidian.



Drop to the ground, and take the car again. Stop on the staircase, and look to the right.



Drop to the middle platform to get the Obsidian. Then drop to the floor below. You are near where you flipped the switch to activate the car.



You must still do much work in the Air Realm. Return to the Great Tree area via the air car in the Earth Realm's Spotlight area. Avoid the tubes, run around the main platform to the fan, and jump into the first pool. The first Obsidian is on a small ledge to the left.



Use the Jump Shield to soar to the second pool. Follow the platforms to the fan, and ride it to the top. Jump onto a moving platform to travel to the massive branch with the hole.



Get the Obsidian in the green rock. Climb the inside ladder, and use the moving platforms to return to the flower, which returns you to the start.



Take the left tube first. When you stop, carefully hop down to get the Obsidian under the lip of the large sphere.



Go to the platforms that lead down, and take them to the end.

THE GREAT OBSIDIAN HUNT AND THE LIFE REALM



Use the fan to cruise into the tree. Jump onto a moving platform.



Jump as the platform passes over a pool. The Obsidian is at the bottom.



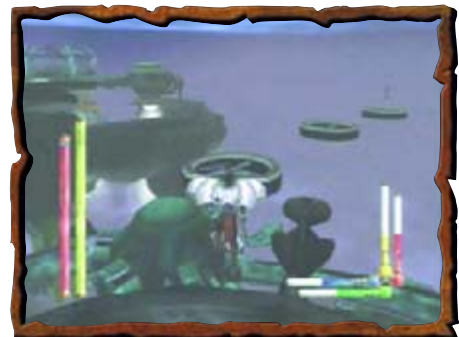
Use the zip line to return to the fan. Use it again to glide back up. Jump onto another moving platform, and ride it to the flower. Jump in to return to the starting position.



This time, use the right tube, which takes you near the entrance to the Air Guardian's area. Carefully drop to the area below to get the Obsidian. Use the Silver Teleporter to return to the starting area.



Go next to the Water Slide area via the Airship docked in the Water Realm. Run across the bridge to the main area.



Look for the series of fans. The Obsidian is on the third one. Guide each jump to get the Obsidian and return.



Continue running around on the lowest elevator level. Look over the large structures that serve as part of the water slides to see another Obsidian. Use the Jump Shield to reach it, then drop into the water slide to ride down.



In the pool area at the bottom, find another series of fans that lead to a third Obsidian.



Use a fan to return to the lowest elevator floor. Ride the elevator to the top, and use the zip line to return to the top water slide.



In the water slide, use the Jump Shield to reach the small side platform and the Obsidian.

Jump into the water slide and glide down. Control your speed by jumping out every now and then. After the first hut, the last Obsidian in the area appears on the left side.





In the final Air Realm section, the Air Tube area, there are four more Obsidians. Return to the platform with the first large fan and the elevator.



Watch the smokestacks as they pass. One in three holds an Obsidian.



The final Obsidian is just off the Airship's dock area. Descend the ladder to the ground below. The Obsidian is in a small niche.



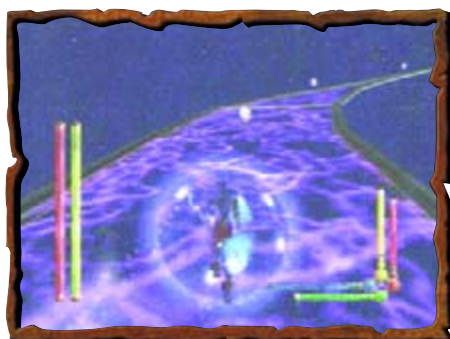
You should now have 94 Obsidians. The last six are located in the town sewers. We get to those after the Life Realm. For now, return to the temple, and get additional strength from the Obsidians.



In the temple, you're in the perfect position to enter the Life Realm. Return to the bottom floor of the temple, and walk over the seal between the Save Platform and the Oracle.



You immediately travel to the Life Realm. In this huge crystal structure, you encounter a few enemies, but it's generally pretty safe.

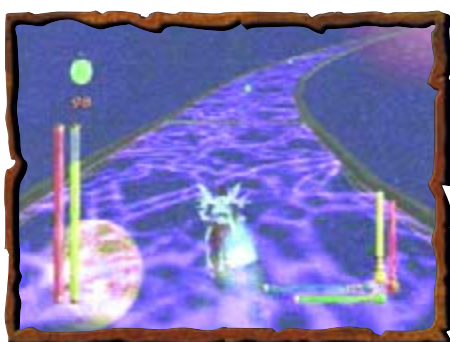


Use the Save Platform and Oracle. Then pick one of two paths. It doesn't matter which path you take.

NOTE
Differences exist between the paths. If you take the path with sapphires at the start, you'll encounter Blaze Sentinels. If diamonds are at the start, you'll run into Air Elementals.



On the first platform, flip the switch. This enables the next part of the path.

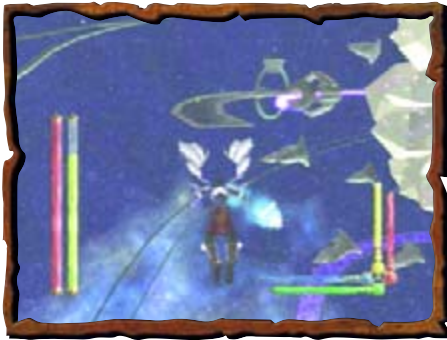


Run up the path to the second platform.



You don't yet have the key for a lock on this platform. Look to the center of the crystal structure.

THE GREAT OBSIDIAN HUNT AND THE LIFE REALM



You can get to a small path with the Jump Shield.



On the platform, look to the center of the structure. A large platform circles the inner part.



Jump to it as it passes.



On the platform, circle behind it and climb the ladder to the top.



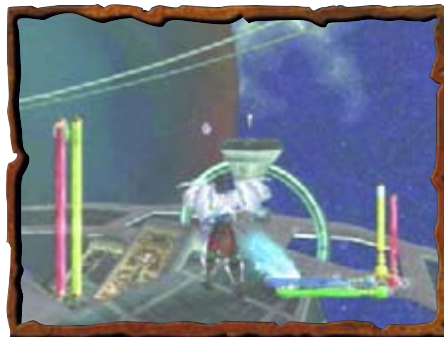
Wait. As the platform moves, you pass an exterior spinning platform. Above it is a key.



Use the Jump Shield to leap over and get the key. Don't worry about the spinning platform.



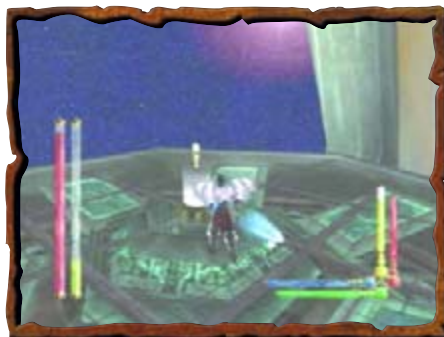
Wait again. You must get back to the platform rotating around the center. Return to it when it comes by, and climb the ladder to the top.



As you come around, you see the second key. The spinning platform is locked into position by the switch you flipped earlier. Jump over and get the key, then drop to the ground.

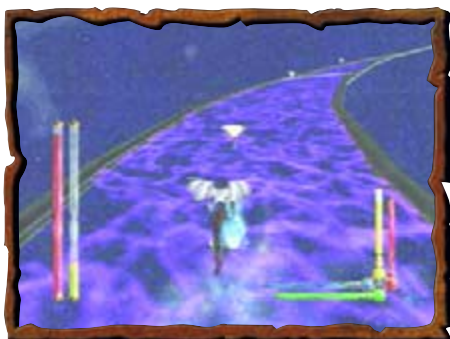


You're on the interior path to which you originally jumped. Jump back to the exterior path.

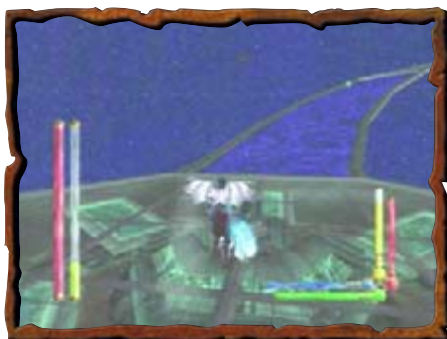


Place a key in the lock to activate the next part of the path.

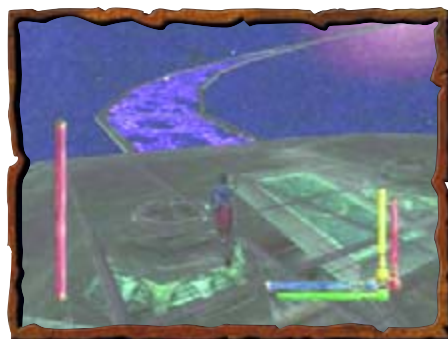




Head up the path, going to the next platform.



Flip the switch in the middle of the platform. This activates the rest of the path, but you must do some work before you go to the top.



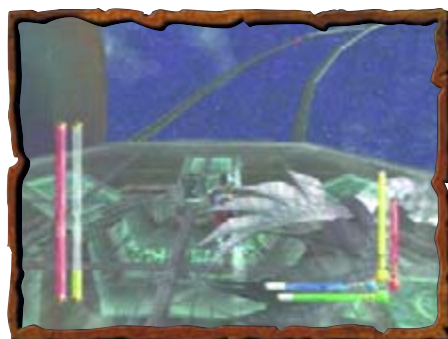
Turn around and run back to the bottom. Use the Save Platform, then start up the other side.



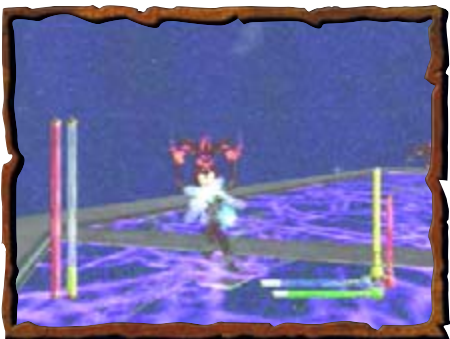
On the first platform, flip the switch to activate the next part of the path.



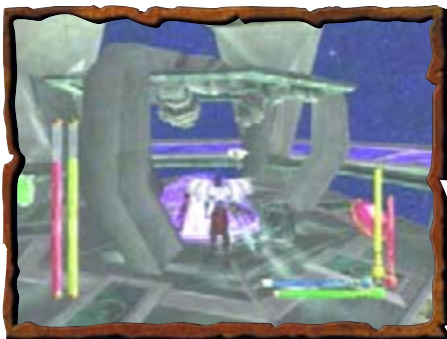
Use the second key on the next platform.



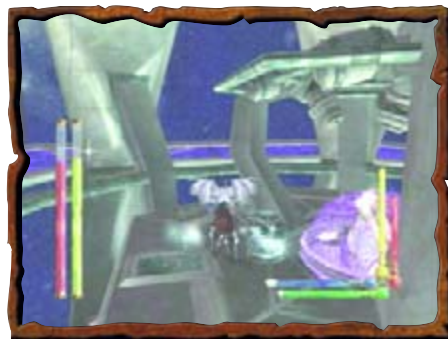
Follow the path to the third platform, and flip the switch there. Now that you activated all the paths, continue to the top.



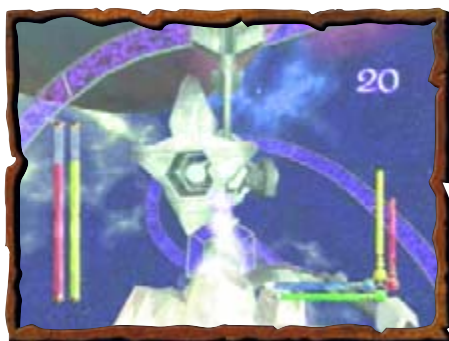
Fight through more Blaze Sentinels and Air Elementals at the top.



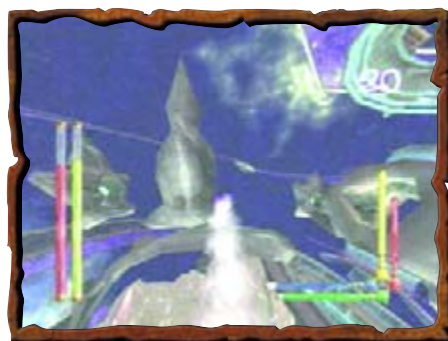
Jump to the central area. The final Life Disk Fragment is beneath an impenetrable shield in the center.



Activate the switch here.



You now control a pilot light. Use it to light the 20 filament cores floating around the area.

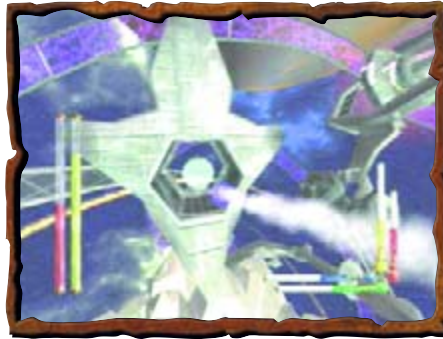


If you hit one of the yellow stabilizer streams, you must start over.

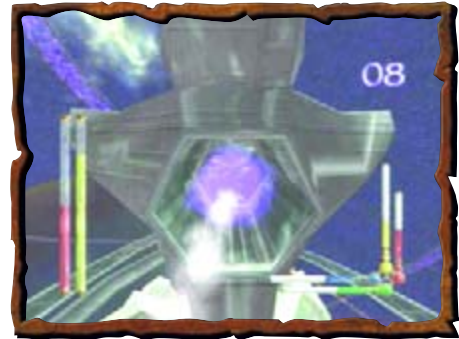
THE GREAT OBSIDIAN HUNT AND THE LIFE REALM



You only have some control over the pilot light. You can steer right or left, and pulling back on the stick slows you, while pushing forward speeds you up.



Strike the filament cores from any angle if the pilot light strikes the actual core. You don't need to stay on the set path.



Use the counter at the top right to keep track of how many you must still light.



When you light all 20, the Life Realm finishes repairing itself.



The final piece of the Life Disk is now available.



Walk forward to get the Fragment. You fall into the energy stream, which carries you to the temple in town.



In town, the Life Disk is put in its proper place. Perathia is back to the way things were before Balthazar went crazy. Now you must find the way to the Death Realm to face him.



The Realm of Death

Even though you've returned things to the way they were, you must still deal with Balthazar and the Death Guardian to end these threats and truly restore Perathia. To do this, find the entrance to the Death Realm, and fight through to the final confrontation with Balthazar.



Start the final quest by going to the Fuel room. Charge up your fuel, because you'll soon use a lot of the Fire Element. Head toward the bridge, but don't cross it. Look for the sewer entrance to the right.



Equip the Jump Shield, and fly to the sewer entrance. The area beyond is dark, so equip the Fire Shield.



Fight many Deluvian Stalkers in the sewers. Use Whirlwind to eliminate them quickly.



Six Obsidians are hidden in the sewers, three near the exterior and three near the central elevator to the Death Realm.

TIP *If you run low on various elements (especially Fire), return to the Fuel room by jumping from the entrance and flying to the ladder across from you.*



If you decided to get all the Obsidians, return to the temple with the last one to claim the final power increase.



To get to the elevator from the entrance, follow this path: from the entrance, go straight until you come to boulders ahead and to the left. Take a right.

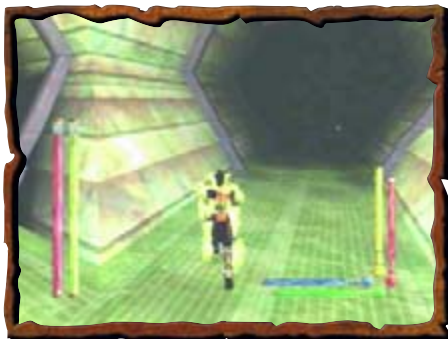


At the next intersection, a boulder is on the right. Go left toward the center of the sewers.



At the next intersection, the paths to the right and straight ahead are blocked, so go left.

THE REALM OF DEATH



Turn right at the next intersection.



Continue until you find the large elevator. Stand on it to go to the Death Realm entrance.



Representations of the other five Disks are on the walls. You must have repaired all the other Disks to proceed.



Walk forward and break the seal to the Death Realm. The shimmering force field disappears, allowing you to advance.



Walk through the door and up the path.



As you approach the island on the far end, you see the Death Disk. This might be easier than you thought!



As you reach for it, the Death Guardian grabs it!



The Death Guardian tells you he seeks to restore the balance to the Death Realm. The loss of the Disk hundreds of years earlier has sown chaos. Balthazar was unable to handle the power the Death Guardian gave him, and the former Lore Guardian went rogue.



The Death Guardian's words are given truth as he hands you the Death Disk and asks you to return it to its proper place.



Before you take it, Balthazar attacks and claims the Disk! His exposure to the chaos did not leave much of the real Balthazar intact.

As you attack, Balthazar causes the ground to crumble, dropping you to the depths of the Death Realm.





You land on a conveyor belt. Jump onto the island to the left, and use the Save Platform. Listen to the Oracle, which tells you to find the keys to restore sanity to the realm.



Then jump back onto the conveyor belt.



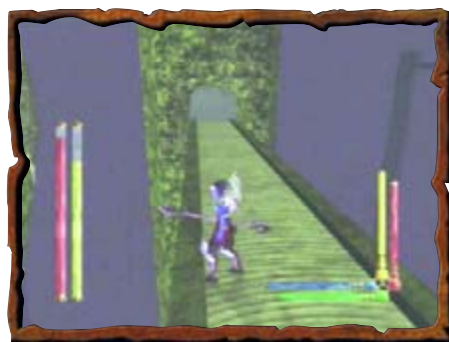
Jump to the first platform on the right. The platform sinks when you get on.



When the platform stops, jump to the nearby conveyor belt and let it carry you.



Jump onto the platform on the left. Again, you are carried down.



Jump to the next conveyor belt. Let it haul you through the misty entrance ahead, and you teleport to another conveyor belt below.



Follow this conveyor belt to the building at the end.



The crushers may cause damage, but don't worry too much. As soon as you pass them, jump to the floor below.



Use the Whirlwind Power to deal with the Deluvian Stalkers.



Take a small elevator to the platform over the conveyor belt to get the first key.

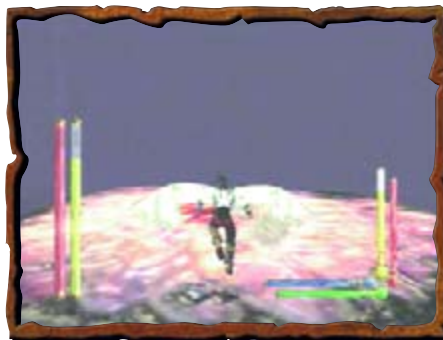


Go past the cleavers, and jump back onto the conveyor belt.

THE REALM OF DEATH



Follow it through the next misty doorway. You teleport to another conveyor belt.



Ride this conveyor belt to the platform on the right. Leap to it when you can.



Use the Jump Shield to fly to the top of the building across from you. Get the second key, and then drop onto the conveyor belt to proceed into the building.



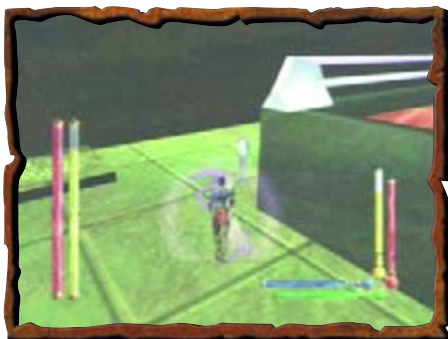
Inside, hop off the conveyor belt right away. If you stay too long, you drop into a pool of caustic enzymes.



Run to the gap in the platform, and stay next to the wall. An elevator comes to you. Take it down to the floor.



Fight more Deluvian Stalkers. Battle them with the Whirlwind Power.



You find the third key on the floor next to an enzyme vat.



Once you have the key, take the elevator back to the conveyor belt. Get on it near the building's exit.



Follow this conveyor belt to the next misty doorway. Again, you teleport to a new one.



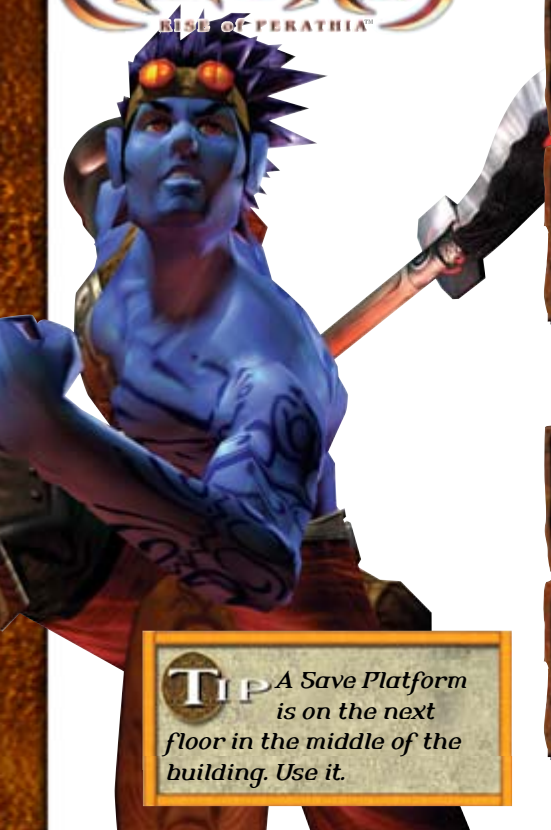
Proceed down this conveyor belt into the next building. Step to the side as soon as you can. If you stay on too long, you are dumped into an acid pool.



Take the elevator to the floor below. Be ready for another group of Deluvian Stalkers.



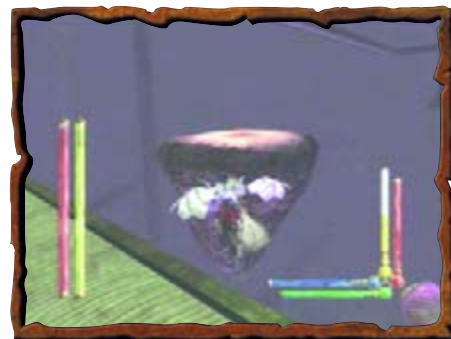
The fourth key is on top of an acid vat. Climb the ladder on the side of the vat to get it, and then return to the elevator. Climb onto the conveyor belt near the building's exit.



TIP A Save Platform is on the next floor in the middle of the building. Use it.



Take this conveyor through the next misty doorway to teleport to another one.



Leap to the platform on the right using the Jump Shield. The platform sinks as soon as you get on.



From this platform, jump to the next one, again using the Jump Shield. Then jump to the third platform.



From the third platform, use the Jump Shield to reach the island with the building in the center. Enter the closest door.



Walk between the two cells. Look inside to see the fifth key on the right. Go through the door and get the key. Deluvian Stalkers and Catalisks wait inside.



Leave the cell and climb the stairs to the next level.



On one side is a room with large metal vats and tables. The other has some metal domes. Enter a doorway leading to the small domes.



Flip the switch on the dome holding the sixth key, and get the key when you can.



Exit this area and descend the stairs. Leave the building through the closest exit.

THE REALM OF DEATH



Drop off the side of the island into the water below.



Swim to one of the large, black pillars, which are actually elevators. Wait next to the pillar, and let the elevator carry you up.



This is a long ride. Near the top, jump onto the nearby conveyor belt.

CAUTION: You must jump onto the conveyor belt. If you ride the elevator all the way up, you drop off. You cannot survive a fall of this distance.



Ride the conveyor belt through the misty doorway. You teleport again.



Ride this conveyor belt to the platform on the right. Jump onto it to go up.

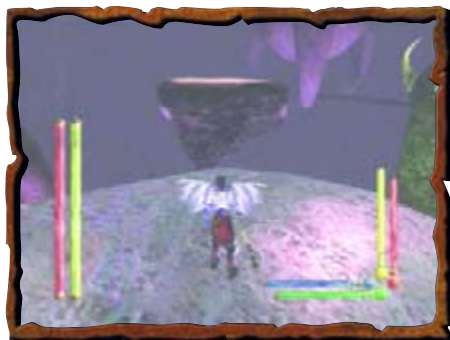


Jump onto the next conveyor belt. Run the opposite direction from the conveyor belt to reach the next platform. Jump on it to go up again.

TIP To make jumping while running against the conveyor belt easier, run past the platform. As you are carried along, jump without worrying about losing your forward momentum.



Get to the next conveyor belt and run straight ahead, against the conveyor belt. Look for a large ledge-like platform on the right, and jump onto it when you get to it.



Run to the top of the ledge, and jump to the platform.



The platform raises you to within range of another ledge. Jump to it and run to the top.



Hop to the nearby platform, which rises. From here, jump to the next platform, which descends once you get on.



You can reach two platforms once you stop. The right one leads to a dead end. Leap to the left one instead.



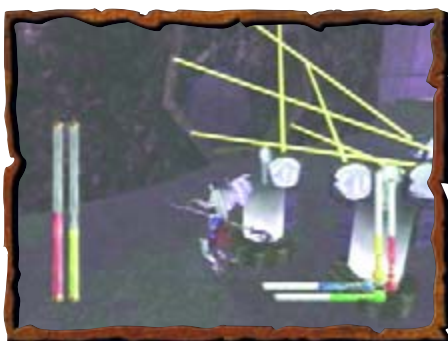
When it finishes rising, jump to the nearby ledge and run to the top.



From the top, go to the next platform; from there, jump to the balcony around the huge pillar.



Go left on the balcony to find six keyholes for the six keys.



Use the six keys to open the door.



Go through the doorway and down the short corridor. Head through the next door to return to the Death Realm's upper area.



Use the Save Platform just inside the door.



Walk to the elevator in the center. Three buttons are inside: one red, one blue, and one green. Press the green button, and the elevator rises.



Step off the elevator when it stops, and walk into the room. Deal with a few enemies, including Catalisks and Bots. Head to the rear right corner, and ride the elevator to the next floor.



More of the same enemies and a few Deluvian Stalkers prowl the next floor. Kill them and run to the opposite corner for another elevator ride.

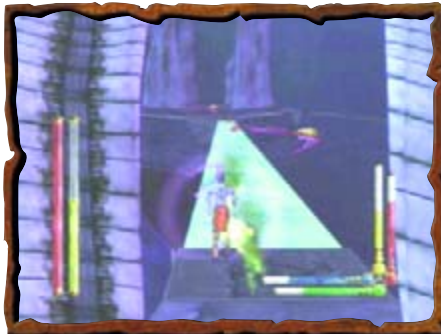


On this floor, you see a switch amid the enemies; flip it. Return to the large circular elevator below.

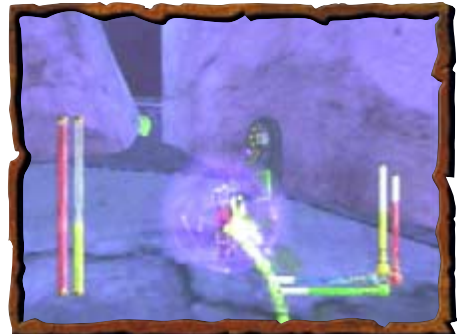
THE REALM OF DEATH



On the elevator, press the blue button. You go up a few more stories.



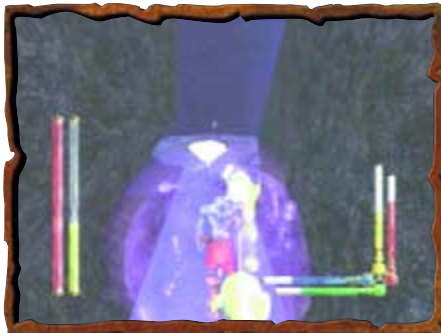
When the elevator stops, run onto the shimmering path. Take it to the end.



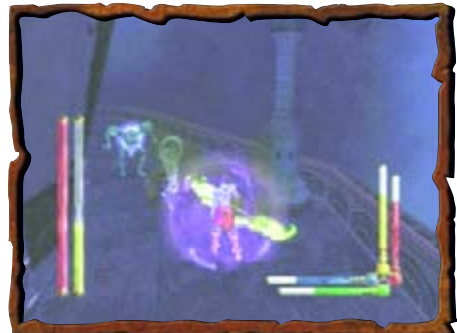
Find the left switch and flip it, then return to the elevator.



Press the red button. You go up a short distance, and the elevator stops in the center of a room. Step off and fight the creatures.



Go through an opening to the end of the platform, which is actually an elevator that takes you up one floor.



Go around this balcony, fighting through Deluvian Stalkers. You eventually find some rocks you can destroy with Acid Power. Do so and get the key.



Return to the level below, and use the key to activate the switch. Flip the switch, then return to the central elevator.



Press the green button. You descend a long way, and when you stop, it looks like the first room you went to. Don't worry; it's different.



Equip the Electro Shield, and get the key from the center of the Lightning.



Immediately return to the elevator. Do not flip the switch in this room!



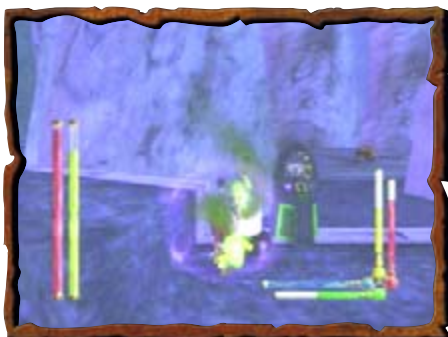
Hit the red button. You go back to where you used the key to activate the switch. Flip the switch again, and return to the elevator.



Press the green button. You return to the first room you went to from this elevator. Ride the small square elevator in the corner to return to the switch above. Flip it and return to the elevator.



Press the blue button to rise a couple floors. Run off the elevator and up the shimmering path.



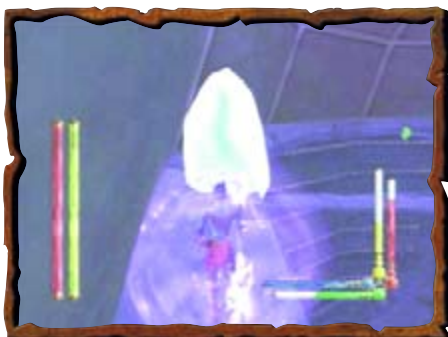
Use the key to activate the switch. Flip the switch and return to the elevator. Watch out; Catalisks and Deluvian Stalkers heavily guard this area.



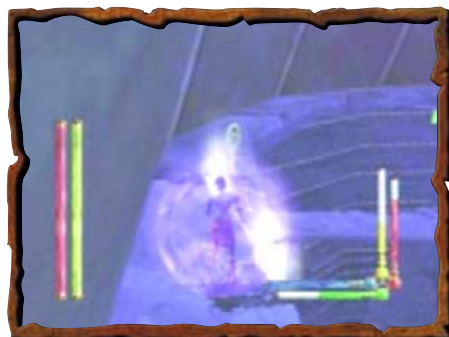
Press the green button to descend one story. Enter the room at the end of the corridor, and flip the switch on the immediate right as you enter. Then return to the elevator.



Press the green button to rise a couple of floors. Cross the shimmering pathway to the next switch. Flip it and return to the elevator. Again, Deluvian Stalkers and Catalisks guard this switch.



Press the red button. The elevator goes up and stops in the center of a room. Find the ice block against the back wall.



Melt the ice with Steam Power to collect the key.



Flip the switch on the other side, and return to the elevator.



Press the green button to go up. You stop in a room similar to the last one. Use the key to activate the switch, and then flip the switch.



Use the Save Platform before returning to the elevator. You're headed to the final confrontation with Balthazar.



Press the blue button. When the elevator stops, Balthazar confronts you!

THE REALM OF DEATH



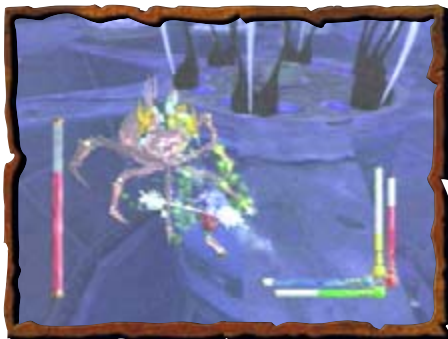
This battle is similar to the one on the Airship. Balthazar changes his shield to defend against whichever weapon you use.



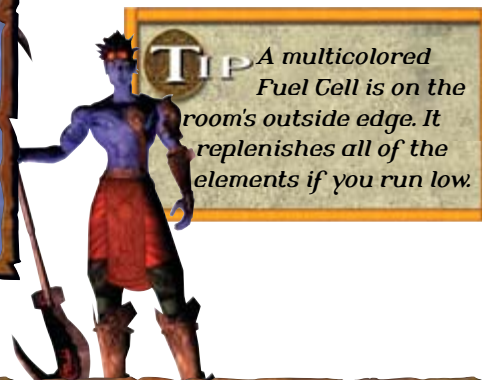
Change weapons quickly, hitting him with something different whenever he changes his shield.



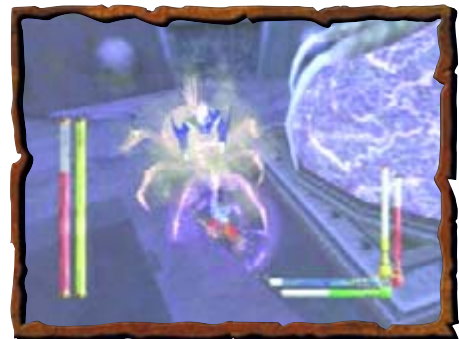
He frequently jumps away, hitting you as he jumps.



Be aggressive; if you are at all passive, Balthazar will hit you multiple times, doing serious damage.



Tip A multicolored Fuel Cell is on the room's outside edge. It replenishes all of the elements if you run low.



Continue to switch weapons and press on with your attack.



Eventually, Balthazar falls.



He curses you before you finally defeat him, and the Death Disk appears.



With the Disk, return to the temple, and place it in its proper location.



The placement of all six Disks causes a tremendous change in Perathia. Suddenly, everything is in harmony.



The world is again at peace, and the Elemental Realms operate the correct way.



In the depths of the Death Realm, Balthazar receives his final punishment.

Area Entrances and Exits

Town

Entrance/Exit	Location
To Water Realm, Beach	Use bridge in town at end of path from Oracle side of temple.
To Earth Realm, Main Valley	Use bridge between Fuel room and Health room bridges.
To Fire Realm, Fire Caverns	Use bridge to right of lava fall; need Air Power 1.
To Life Realm	Break seal in center of bottom floor of temple; need three Life Disk Fragments.
To Death Realm, Upper Area	Use elevator at center of sewers.

Water Realm

Entrance/Exit	Location
Beach to Town	Pass fire barrier at top of hill beyond beach; need Water Power 1.
Beach to Ring of Fire	Use waterspout near beach.
Beach to Ice Islands	Swim to Ice Islands and through mists.
Beach to Flower Pods	Swim through misty arch.
Beach to Flower Pods Tower	Swim through underwater tube near underwater dome.
Beach to Water Guardian's Fortress	Break seal near underwater tube to flower pods tower; need three Water Disk Fragments.
Beach to Air Realm, Water Slides	Use Airship at dock; must have defeated Water Guardian and Earth Guardian to call Airship.
Ring of Fire to Beach	Cross bridge past fire barrier.
Ice Islands to Beach	Swim through mists to beach.
Ice Islands to Town	Defeat Water Guardian and claim fourth Water Disk Fragment.
Flower Pods to Beach	Swim through misty arch.
Flower Pods to Fire Realm, Tesla Trees	Swim through underwater pipe.

Earth Realm

Entrance/Exit	Location
Main Valley to Town	Walk up path near starting location.
Main Valley to Water Realm, Ring of Fire	Melt ice block in ice cavern and use slide.
Main Valley to Drill Area	Use lower mine car on huge ramp.
Main Valley to Conveyor Belts	Use upper mine car on huge ramp.
Main Valley to Conveyor Belts, Earth Guardian's Area	Jump into gear at bottom of huge ramp. Also reach this gear from the valley floor.
Main Valley to Spotlights	Jump into gear in middle of huge ramp.
Conveyor Belts to Main Valley	Use mine car.
Conveyor Belts, Earth Guardian's Area, to Main Valley	Jump into gear.
Conveyor Belts to Fire Realm, Volcanoes	Enable drill in mine shaft.
Conveyor Belts to Town	Defeat Earth Guardian and claim fourth Earth Disk Fragment.

AREA ENTRANCES AND EXITS AND OBSIDIAN LOCATIONS

Entrance/Exit	Location
Spotlights to Main Valley	Jump into gear near entrance.
Spotlights to Main Valley	Jump into blue transport beam.
Spotlights to Air Realm, Great Tree	Activate crystal and use air car.
Drill Area to Main Valley	Use mine car.

Fire Realm

Entrance/Exit	Location
Fire Caverns to Town	Go up path at start position.
Fire Caverns to Fire Guardian's Fortress	Go down path near start position.
Fire Caverns to Tesla Trees	Go through door on middle level of Flame Generator.
Volcanoes to Earth Realm, Conveyor Belts	Walk up path at start to return to mine shaft.
Volcanoes to Battle Platform	Cross metal bridge.
Volcanoes to Battle Platform	Ride stone raft from top of volcano.
Tesla Trees to Fire Caverns	Go up path at start position.
Tesla Trees to Water Realm, Flower Pods	Destroy rock at end of area, jump into pool, and swim to tube.
Battle Platform to Volcanoes	Enter cave near start position to return to metal bridge.
Fire Guardian's Fortress to Fire Caverns	Go up path near start position.
Fire Guardian's Fortress to Town	Defeat Fire Guardian and claim fourth Fire Disk Fragment.

Air Realm

Entrance/Exit	Location
Great Tree to Earth Realm, Spotlights	Use air car.
Great Tree to Air Guardian's Fortress	Use air car beyond seal; need three Air Disk Fragments.
Water Slides to Air Tubes	Use Airship.
Air Tubes to Water Realm, Beach	Use Airship.
Air Guardian's Fortress to Town	Defeat Air Guardian and claim fourth Air Disk Fragment.

Life Realm

Entrance/Exit	Location
To Town	Light filaments and claim fourth Life Disk Fragment.

Death Realm

Entrance/Exit	Location
Upper Area to Town	Use elevator to return to sewers.
Upper Area to Depths	Dropped to Depths by Balthazar when he attacks.
Upper Area to Depths	Leave through door by six locks.
Upper Area to Town	Defeat Balthazar and claim Death Disk.
Depths to Upper Area	Open door with six keys and follow short hallway.

Obsidian Locations

Water Realm Obsidians

Area	Location	Notes for Collecting
Beach	In water near atoll	—
Beach	On island across from waterspout	Need Air Power 3.
Beach	On rock by waterfall after claiming Water Power 1	—
Beach	In dark cave by underwater dome	Need Fire Shield 1; must destroy statue.
Beach	Under dock	Calm whirlpool by defeating Water Guardian.
Ring of Fire	Under ice stairs	—
Ring of Fire	Frozen in block of ice near vines	Need Steam Power 1.
Ring of Fire	At top of waterfall	Need Steam Power 1.
Ring of Fire	On rock in water near path to water fountain	—
Ring of Fire	In cave behind fire barrier	Need Water Power 1.
Frozen Islands	On Snow Generator to left of first bridge	Need Air Power 2.
Frozen Islands	Frozen in Ice Island on far side of first bridge	Need Steam Power 2.
Frozen Islands	On Snow Generator by spiral island	Need Air Power 3.
Frozen Islands	Behind ice block on island at end of second ice bridge	Need Steam Power 1.
Frozen Islands	In underwater cave by central island	—
Flower Pods	In cage	Lower cage by entering area through secret entrance tube.
Flower Pods	Under control hut near Air Power 1	—
Flower Pods	Under central circular platform on high bridge	—
Flower Pods	Under first spotlight generator	—
Flower Pods	Under first vent control	—

Earth Realm Obsidians

Area	Location	Notes for Collecting
Main Valley	On pillar past first fire barrier	Need Electro Shield 3.
Main Valley	On island near Ice Island	Need Air Power 2.
Main Valley	On slanted rock at bottom of tower	—
Main Valley	On high ledge in ice cavern with first mine car	Need Air Power 3.
Main Valley	On tube by entrance to grotto	—
Conveyor Belts	On ledge above dark stairs	Need Air Power 1.
Conveyor Belts	Under stairs on way to Earth Power 2	—
Conveyor Belts	In back area with Rock Shard Monsters	Drop second claw to ground below.
Conveyor Belts	Conveyor belt near third Obsidian	Need Air Power 2.
Conveyor Belts	Behind pillar near entrance to Earth Guardian	—
Spotlight Area	Behind green rock to left of entrance	Need Acid Power 2.
Spotlight Area	In water under zip line	—
Spotlight Area	On ledge between spotlights two and three	—
Spotlight Area	On high ledge near entrance	Use Air Power 3 from steam vent.

AREA ENTRANCES AND EXITS AND OBSIDIAN LOCATIONS

Area	Location	Notes for Collecting
Spotlight Area	Behind fire barrier in lava river	Need Air Power 2, Water Power 1.
Drill Area	In ice block in main area	Need Steam Power 2.
Drill Area	In green rock in main area	Need Acid Power 2.
Drill Area	In dark cave	Must activate drill; need Fire Shield 1.
Drill Area	In dark cave	Must activate drill; need Fire Shield 1.
Drill Area	Above entrance to temple holding Fire Power 2	Climb right walls to area above fire barrier.

Fire Realm Obsidians

Area	Location	Notes for Collecting
Fire Caverns	Above doorway in courtyard	Use Air Power 3 from first walkway.
Fire Caverns	In initial caverns	From staircase, go down ramp, through short tunnel, and down winding stairs.
Fire Caverns	On ledge under second key	—
Fire Caverns	At end of long ramp past Rock Shard Monsters	—
Fire Caverns	Inside green rock near entrance to Guardian's fortress	Need Acid Power 3.
Volcano Area	On island in lava lake to left of entrance	Need Air Power 2.
Volcano Area	On pipe above volcanoes	—
Volcano Area	On ledge above volcanoes	Need Air Power 2.
Volcano Area	On ledge near chasm by second Silver Teleporter	Need Air Power 2.
Volcano Area	At end of zip lines past Life Disk Fragment	Need Acid Power 3.
Tesla Trees	On low ledge to left of entrance	Need Air Power 1.
Tesla Trees	Behind top of first rising platform guarded by three Fire Elementals	—
Tesla Trees	Above lava fall near entrance	Use Air Power 3 from location of second key to reach nearby ledge.
Tesla Trees	On ledge to right of path below first steam vent	Need Air Power 3.
Tesla Trees	At top of climbable wall near waterfall	—
Battle Platform	On rock in lava river near start	Need Air Power 2.
Battle Platform	On rock in lava river between two valleys	Need Air Power 2.
Battle Platform	On ledge in maze	—
Battle Platform	On Battle Platform	—
Battle Platform	Near main entrance guarded by four Catalisks	—
Guardian's Fortress	On right wall near entrance	Need Air Power 1.
Guardian's Fortress	On broken wall left of fortress entrance	—
Guardian's Fortress	In acid vat near large elevator	Need Air Power 1.
Guardian's Fortress	On ledge above switch that activates air car	Jump from stairs leading to Fire Guardian.
Guardian's Fortress	On top of fortress gate platform below where Fire	Use Air Power 3 from Guardian first appears.

Air Realm Obsidians

Area	Location	Notes for Collecting
Great Tree	On ledge near first pool	Need Air Power 3.
Great Tree	In rock near first flower switch	Need Acid Power 3.
Great Tree	Under dome at end of first transport tube	—
Great Tree	In pool with zip line near second flower switch	—
Great Tree	Behind dome near entrance to Air Guardian's fortress	—
Water Slides	On air vent near bottom of elevator	—
Water Slides	On hut over water slide of elevator.	Use Air Power 3 from bottom
Water Slides	On air vent near pool	—
Water Slides	On small ledge at top of highest water slide	—
Water Slides	On left side of top water slide	—
Air Tubes	On smokestack top	Need Air Power 3.
Air Tubes	On smokestack top	Need Air Power 3.
Air Tubes	On smokestack top	Need Air Power 3.
Air Tubes	Above huge central fan	Fly up in fan before getting Air Power 3.
Air Tubes	In niche below Airship dock	—
Guardian's Fortress	In ice block near entrance	Need Steam Power 3.
Guardian's Fortress	In ice block near entrance	Need Steam Power 3.
Guardian's Fortress	In rock by green key	Need Acid Power 3.
Guardian's Fortress	On floating island near Earth Power 3	Need Air Power 3.
Guardian's Fortress	Above green laser island	Use Gold Teleporter past fourth Obsidian.

Town Obsidians

Location	Notes for Collecting
Balthazar's house, first floor	—
Balthazar's house, second floor	—
Townsperson's house	—
Left of entrance to Earth Realm	—
Right of entrance to Fire Realm	Need Air Power 1.
On hill left of Health room	—
Behind rock left of Fuel room	Need Air Power 3.
Top balcony of house across from training room	—
Under elevator between second and third temple floors	Get this Obsidian before taking elevator to third floor.
Sewers, outer ring	—
On third balcony of house near bottom of path leading to fire shrine	—
Sewers, outer ring	—
Sewers, near elevator	—
Sewers, near elevator	—
Sewers, near elevator	—